Dragon Ball in a Homebrew 5e D&D Inspired Setting

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1. HOW SUPER QI WORKS

- ***Super qi*** is used for super powers. It is the same as **subtle energy** in our world, but denser; **chakras** absorb this energy from the environment, such as from the Sun and the Earth. It is stored in and used by the subtle bodies, also called spiritual or energy bodies. The ability to use super qi is something you are born with through a divine, alien, or otherworldly ancestry. Regular mortals can sometimes learn to cultivate it as well, but they tend to be weaker and they have less potential.

The energetic anatomy used for channeling super qi is added on to the subtle bodies regular mortals have. Maximum power level increases as this energetic anatomy become stronger and capable of processing more super qi. **Spiritual** or **subtle bodies** are a concept I borrowed from esoteric mysticism. In some branches of mysticism, humans are thought to have a physical body, multiple spiritual bodies each associated with a different chakra, and a soul. The different chakras and subtle bodies also map to different **planes of existence**. They are all interconnected, so what happens to your energy bodies could affect your physical body and vice versa. For instance, you fall in love and your heart chakra starts pulling in more energy as a result. Since that is "subtle energy", it may be hard to see the supernatural at work there, but super qi is on a different level and the things it manifests are very real and capable of affecting material reality on a massive scale.

You don't have to believe in chakras, subtle bodies, or different planes of existence to play my game, but I find that understanding the logic behind it helps immersion. My main goal was to make a version of DBZ that has consistent internal logic and makes sense numerically rather than just dramatically. For instance, supers can't blow up planets or moons with ki blasts, and in general supers can become incredibly strong but most of them are not god-like in power.

POWERS INCLUDE*:*

- ***Dense Body:*** Dense body is a form of super strength that increases the energy from strikes, increases physical durability, and increases muscular strength. Super qi is used to generate “internal force” that makes the flesh unyielding and stronger. This affects muscles and tendons to increase

muscle contraction ability; it makes limbs able to strike with much more force; and it can be used to absorb damage from attacks. It is a form of semi-unconscious internal energy manipulation based on the complicated and interconnected anatomy of the physical and subtle bodies.

As power level increases, the amount of energy that can be stored for this ability increases. When supers "power up" before a fight, they are mainly pulling in energy for dense body (increases strength and hit points in the game) as well as energy for their "super qi points" that are used for a variety of powers. Your energy body chakras continuously pull in energy to maintain the dense body effect during combat, so super qi points are not needed for this power. Super qi points may be stored in another “layer” than the energy used for dense body.

Dense body is a complex power possible because supers have a different physiology and a different energetic anatomy (for instance, their *lower energy bodies* are likely to be denser). Regular mortals can undergo rigorous training to achieve a weaker version of this power, but supers can learn it much more easily or even without training, and they have a much higher power ceiling for this and the other powers listed here. Some supers have this power already “built in” or they learned it unconsciously so they just have to learn or be taught how to tap into their power to use it.

- ***Altered Time Rate and Super Speed***: Super qi is used to increase the rate of flow of life force qi and to thereby increase the super's nerve conduction speed and mental time rate. For supers, this only affects their body and cannot be used to create an "altered time rate field" around them (though it is possible to do that with magic or super science, for instance to enter stasis for space travel). Basically, what this means is that altered time rate slows down time for the super (it changes their subjective time rate) and it increases their thinking and reaction speed. It also increases the rate at which they pull in energy. However, it may still require **psychic perception** (see page 3) to fight and react quickly enough at high speeds. Super speed comes from "internal force", and requires ATR to tap into properly. Most of the extra power for regular melee attacks comes from super speed in combination with dense body, but supers may also release super qi as a pressure wave on impact with an unarmed strike to increase damage. In addition, extra "internal force" can momentarily increase striking speed or power even more, which is where **flurry of blows** and **smite** come from.

- ***Flying, High Jumps, and Gravity Control***: Can jump really high, reduce or turn off gravity completely, and use a form of super qi manipulation to fly. Flight speed mainly increases with power level and a higher time rate. As power level increases, supers rely on flight more and do much of their fighting in the air. If they are on the ground, they may still rely on a form of flight or gravity control to increase agility. Also, supers can use extra super qi in order to gain a boost to flight acceleration, but their ability to function at high speeds is still limited by their reaction time.

- ***Telekinesis***: The main thing to know is that the farther away the object is, the harder it is to use TK on it. Living things (and some types of artificial beings) have spirit bodies and an aura (a type of energy field) that protects them from telekinesis being used inside their bodies. Telekinesis can be very precise and controlled if the user is in a state of calm and deep concentration. On the other hand, strong emotions can amplify telekinesis but this way of using it is not usually compatible with precision.

- ***Ki blasts/ waves***: ***Ki wave*** is where you project your super qi as a destructive pressure wave. This can be used an attack by itself or combined with an unarmed strike. ***Ki blasts*** are formed from super qi that is manifested as "burning qi" particles and then fused together into different shapes. Burning qi has (inertial) mass but doesn't interact with gravity (or else the ki blast user's concentration negates the gravity), and it stores energy as super qi. This energy is released as heat through agitated vibration of particles at the surface of the blast, and some of it is leaked as light. Spheres, rays, kamehameha like beam attacks, and disks are all possibilities and are easier to form than more complex shapes. Ki blasts can be detonated, which releases the energy stored inside as heat and an explosive pressure wave.

- ***Elemental powers***: Includes manipulation of air, water, fire, and earth. Those with a magical or elemental lineage may find it easier to learn to use these powers. Might include power over electricity to generate lightning attacks, ability to soften or harden earth, to create and manipulate fire, to freeze and slow down an opponent, and so on.

- ***Healing:*** Healing with super qi is possible but not everyone would know how to do it, or even be able. The gifts given by super qi might be different depending on the ancestry and the individual.

- ***Force field:*** Supers can learn to manifest a skin-tight force field to provide protection against ki blasts, elemental attacks, or mortal weapons. A force field can be projected outward further, but it weakens exponentially the farther away from the super's body. The exception to that rule is a bubble shaped force field that can provide protection against energy attacks and certain types of elemental attacks like fire or icy wind only (attacks where the damage component is mostly energy, not physical like a projectile). The main advantages of the force bubble are that it protects your clothing or armor and provides 360 degree protection against energy attacks. However, it requires concentration to maintain and isn't easily used during high energy, high speed battles.

- ***Super qi as armor*****:** Super qi can be used to reinforce the body to protect against and diffuse the energy from blows. Dense body is a power built in to the physical and energetic blueprints of most supers that automatically protects the super against damage, but they have some conscious control over their ability to use super qi to absorb damage. For instance, they can reroute super qi used for other powers to protect against very damaging attacks if there is not enough dense body qi.

- ***Step and Teleport:*** Step involves phasing your body into a state where it has way less *inertia* and thus your flight speed is increased exponentially. You can't really interact with anything in this state, you can just move your body and anything in your energy field (i.e. clothes). You can only phase into this state for a few moments, and it has a high energy cost. Also, since you are nearly wraith-like and vulnerable while phased, you can't attack or initiate a grapple using step. However, you can use step and then phase back to normal before attacking. Generally step is a relatively short range thing and each use costs a significant amount of super qi. Some things, like energy fields or magic, can block step or make it harder to use. Psychic perception can detect this ability, so wis to ac is not lost but step can be used to gain combat advantage. Step relies on the same principle as a technique used for space travel, where aliens phase their ship into this state and put themselves in stasis (this is what hyperspace crystals discussed in chapter 3 are for).

Teleportation, such as instant transmission, occurs at light speed and involves dematerializing and rematerializing. It isn't automatically granted and must be learned as a separate technique. Super qi cost goes up with mass to be teleported and distance, so it is not very long range unlike in canon DBZ. You can't teleport unwilling living beings or teleport an opponent in half for the same reason you can't use telekinesis inside another living thing's body. It is hard to damage objects with teleportation because it would cost much more super qi – also, high tech or magic can be used to shield objects against being damaged this way (or to block teleportation). Magic users can create stable long range portals, but supers are mainly limited to short range teleportation (no using instant transmission to go to another planet).

- ***Psychic Perception:*** The ability to feel energy can be very useful providing a kind of sixth sense; a non-linear time sense can help with reaction time. In 5e, this is implemented as *wisdom bonus to ac* and a form of uncanny dodge, but it is also required for functioning at high speeds. Along with this supers usually get some basic psychic powers like telepathy or the ability to astral project. Some individuals may be better at psychic perception, and some species are better adapted to this aspect of psi than others; it is possible that an otherwise powerful character might struggle if they can't learn to process information this way.

- ***Power Level:*** Determines the amount of super qi your energy bodies can store and process. Increases the amount of super qi you can absorb for dense body and increases the magnitudes of other listed abilities, including the amount of super qi available for powers. For instance, burning qi from someone with a higher power level can store and radiate more energy. Power level increases to a point with training. After that point, it requires Mortal Energy from fallen foes or gravity training to increase it further. Mortals have a limit past which they must use transformations to be able to compete with artificial supers or angels, demons, and other divine beings. Also, supers don't have to go around everywhere powered up. In their base forms they mainly have psychic abilities, wis to ac, and uncanny dodge. Powers such as flight or altered time rate can be used quickly (as a reaction), but pulling in energy for dense body and ki blasts takes time.

The mortal limit for power level without transformations or fusion is 2500 in this manual (level x 100), however, you can use the alternative "battle power" values given in Chapter 7 if you want bigger numbers. Also, some characters might gain levels faster or have a higher maximum power level, but players are encouraged to use the rules for gaining levels in Chapter 7. I think the numbers for power level and battle power I use in this manual are better than the much higher ones in canon DBZ because in this version of DBZ supers can become very powerful, but they can't destroy planets or entire continents with a single blast like in Akira Toriyama's story.

- ***Lifespan:*** Users of super qi can live much longer than regular mortals. Absorbing Mortal Energy may enable a super to live longer, but using combat transformations frequently drains this life force qi.

- ***Artificial supers:*** Includes androids and mortals who have implants that enable them to attain something similar to having a bloodline that grants super qi. Crystal based implants are not good for mortals because while they can make a user even more powerful than a natural super, they can damage the user and may lead over time to insanity and wickedness. Artificial supers cannot use transformations but are likely to have a higher natural power level.

- *Magic:* Some super qi lineages grant the ability to learn various forms of reality warping, which can be fueled by super qi. The most commonly used and simplest form of magic to learn is elemental magic.

- *Super Science:* This is high technology combined with magic crystals and other exotic and otherworldly materials that exist on this magical version of Earth. The combination of magic and technology is what enables space travel, energy weapons, powered armor and robots, and other cool things in the DBZ universe.

- ***Transformations (not a complete list):*** In general, the stronger they are the more life force qi they burn through to stay active and the higher the power level is required to be to use the transformation. Transformations can increase ki (power level), magic, or stats.

- ***Berserk:*** Anger induced and unstable but increases power level. Hard to maintain for very long. Saiyans are better at it. Dark green color aura.

- ***Kaioken:*** Similar in power to berserk but more controlled. Downside is it stresses your body and can cause injuries. Red colored aura.

- ***Magic Kaioken:*** Much stronger than Kaioken and focuses on spiritual mastery rather than just physical enhancement. Boosts energy, speed, and psychic ability rather than just power level. Unlike Super Saiyan, it can also boost magic. Usually requires many years of mystical training to achieve. Considered an "angelic tier" transformation. Aura color depends on individual.

- ***Super Saiyan:*** Caused by righteous anger or profound emotions rather than mystical

perfection attained through years of practice. Super Saiyan is similar in power to Magic Kaioken but focused on increasing power level and psychic potency directly. Only available to those with Saiyan blood. Has a lot of sparks and dramatic psychokinesis when transforming. Golden aura.

- ***Divine Transformation:*** This is a permanent transformation from absorbing god ki that unlocks Tier III (divine) transformations. Tier III transformations start at "God Ki Kaioken".

- ***Super Saiyan God:*** This is Super Saiyan with god ki. Once again induced by strong, profound emotions and requires a very high power level (and god ki). Huge boost to power level and psychic potency. Metallic silver aura.

- ***God Forms:*** These are the most powerful combat transformations in the DBZ-verse, and there are different versions based on the character's alignment and class. Each form has different reality warping powers and a unique aura in addition to getting a huge boost to ki and magic.

Lots of other powers may exist in your game world, and where super qi exists there is likely to also be magic in various forms. Magic works differently than super powers and often relies on channeling rather than tapping into one's own power. Some advanced beings are able to do powerful magic on their own without needing a source to channel from, or might even be able to use both super qi and magic.

2. LINEAGES GRANTING SUPER QI OR MAGIC

In the world of Dragon Ball, races or individuals with the ability to use super qi might trace their lineage back to a deity or angel or other magical being or to bio-engineering, though some alien races are just highly evolved and adapted to using psi. Some beings such as angels were created with the ability to use super qi. Humans who can use super qi without needing to undergo rigorous training first usually have an ancestor with a supernatural lineage, or else they otherwise were touched by magic or the divine while in the womb.

The ability to use magic such as most elemental spells is separate from super qi, though it is synergetic and super qi can be used to fuel magic. Different races or individuals may have different aspects of magic they excel at or are unable to use. Many can learn to channel magic if they have an external source, however a magical lineage is required in order to do magic directly using ones own power and manifesting ability.

Here are the main types of lineages granting the ability to use super qi and in some cases also magic plus examples:

1. Divine Lineage

- **Origin:** Somehow descended from a deity or angel, or touched by the divine while in the womb.
- **Traits:** Open ended but likely to be very powerful. May or may not have magic or healing abilities as well as super qi. Like the Aasimar from Forgotten Realms, they might gain a bonus to wisdom and charisma.

2. Demonic Lineage

- **Origin**: Ties to demons, dark gods, or malevolent entities.
- **Traits**: May be prone to being evil and/or crazy and likely to have magic as well as super qi. May not excel at elemental magic, but naturally good at occult type magic (see the witch/ channeler in chapter 3) or any other kind of nefarious themed magic you want to give them (such as curses or debuffs).

3. Alien Lineage

- **Origin**: Descendants of extraterrestrial or otherworldly beings.
- **Traits**: These races may have a divine ancestor and/or they are a highly advanced species. Less likely to have magic as well as super qi.
- **Examples:**
  - *Saiyans*: Saiyans get a +2 to base charisma and strength, and of course they can learn the Super Saiyan transformations. Saiyans get a bonus to using berserk and they take a -4 penalty when making a concentration check to use precise and controlled telekinesis; they feel emotions more strongly and have more force of personality but may struggle with fine qi manipulation. They would find it difficult to learn Magic Kaioken or the regular Divine Transformation due to these traits.
  - *Half-Saiyans:* They only get +1 to charisma and strength, but they can still learn the Super Saiyan transformations. They don't take the penalty to telekinesis and may find it easier to learn Magic Kaioken and certain Tier III transformations. They can learn a transformation called Beast Form that combines aspects of Super Saiyan God and other Tier III transformations.
  - *Namekians*: These aliens may be descended from fey or "demons" (not the western idea of an evil supernatural entity), which is why they usually can use magic as well as super qi. They can spend super qi to regenerate limbs or heal wounds as long as they are still conscious, but they are limited to healing a fraction (say 1/2) of their max hp worth of damage per encounter. They have unique mystical abilities like being able to perform "fission" to split into two new Namekians who have different personalities, or "Namekian fusion" to permanently merge into a new more powerful one. +2 base constitution and wisdom. Some Namekians might make great sages or healers, while others make good warriors.
  - *Frieza Race*: These aliens have their own set of transformations, and they are usually mentally very strong. +2 intelligence and +2 charisma in base form. They do not have magic but are likely to have a higher natural power level.

4. Arcane or Fey Lineage

- **Origin**: Derived from ancient magic or mysterious supernatural bloodlines.
- **Traits**: These races can use magic as well as super qi, and may excel at elemental magic in particular. I'll go along with Dragon Ball Daima and say they usually have pointed ears.

5. Bioengineered Lineage or Super Science

- **Origin**: Created through super science, experimentation, or crystal based implants.
- **Traits**: Bioengineered creatures do not have a static power level like androids and artificial supers do, and they may or may not be able to use transformations. They can have all sorts of abilities or power levels depending on the level of super science used. Mechs, super androids, artificial supers, and power suits rely on magic crystal and high tech "super science" to work. Power level is fixed and based on the psychic crystal used.

- *Technological abilities:* Built-in gadgets, tools, or weapons for mechs and super androids or power suits. Artificial supers still use ki blasts but none of these crystal based supers can use transformations.
- *Unstable power:* Risk of overloading or malfunctioning abilities, and crystal implants can cause mental instability in humanoid races (as opposed to AI's) and may reduce lifespan.

6. Humans and Other Humanoids with Super Qi

- **Origin:** They usually have some kind of otherworldly ancestor or were touched by magic or the divine in the womb for some purpose. They could even be something like part elemental (like the genasi in Forgotten Realms), in which case they would have access to elemental magic and might have a different appearance.
- **Traits:** Depends on the individual. Generally for a supernatural lineage I would say +2 wisdom and +2 to one other stat. They can't learn Super Saiyan, and may or may not be able to learn elemental spells.

Some aliens or other entities might have strong psychic powers (mental and spiritual abilities like enhanced intelligence, telepathy or even telekinesis) without the physical gifts and transformations other bloodlines such as Saiyans rely on.

3. POWERS, MAGIC, AND WORLDBUILDING

WORLDBUILDING

I covered a lot of this in chapter 1 (*Concepts for Gameplay*) and chapter 2 (*Super Qi Lineages*). In this world, all sorts of alien and otherworldly beings and civilizations exist. Magic and super qi exist. Magic crystals as well as all sorts of exotic materials that don't exist in our world allow for "super science", which is a mix of high tech and magic. Examples are: psychic crystals used for harnessing super qi, time crystals used for making altered time rate fields and at later stages even enabling travel between timelines, gravity crystals used for controlling gravity, space crystals used for shrinking things down among other uses (Capsules are based on this), and hyperspace crystals to travel through the hyperspace dimension. Futuristic tech might include energy weapons like blasters (which work similarly to ki blasts or ki rays) as well as modern weapons or super science gadgets, powered armor capable of absorbing blaster fire or ki blasts (not necessarily the same as a power suit unless it is based on crystal tech), advanced biotech and implants of all sorts (which, along with biotech in general, are likely to be illegal or highly regulated), and all the sorts of things from Dragon Ball or your own take on it that blend sci-fi fantasy and magic.

Alien races can have any combination of primitive or advanced technology, psychic powers, or magic. There may be "aliens" from other dimensions rather than other planets as well!

As for races with super qi, consider Saiyans: an average Saiyan low class warrior who has gone through training his whole young life might have a power level of 500. As soon as they can fly they are good to fight! They do have long lifespans, so their power level is likely to increase somewhat if they survive or win battles.

More powerful Saiyans and elites might have power levels above 1000. Elites may

sometimes have more talent, but mainly they have as much time as they want to train. Gravity training is the best training for supers, but altered gravity requires advanced technology that Saiyans may not have had. Talent also affects how much an individual can benefit from training, but we assume player characters don't have to worry about this.

Magic is based on reality warping and it is not the same as the powers granted by super qi, but super qi can fuel magic. Without super qi or another potent source of energy, magic tends to be very weak. Examples include divination and scrying (or protecting against scrying), alchemy, creating portals to other worlds or other areas, enchantment and charm effects, accessing pocket dimensions, and magical versions of some super qi powers.

Very powerful mages can have powers like time manipulation (like increasing their time rate; the magical version of this is more like a literal altered time rate field than what supers get), but as in the anime or Xenoverse games, the power to travel between or modify timelines is tightly controlled. Enhanced telekinesis, telepathy, and other psychic powers are common with magic. Magic cannot usually replicate powers like dense body, since that is based on genetics and the anatomy of energy bodies. Creating constructs (like Buu, but generally much weaker) or summoning beings from other worlds is possible.

Powerful entities such as deities, angels, and some rare powerful magical beings like Shenron or others can just manifest things into existence, resurrect the dead, and generally warp reality on a large scale. Those who merely channel magic have the tiniest fraction of this sort of power, though powerful magic users who have both a respectable talent and power level can at least manifest simple objects into existence and can warp reality in small ways – though there are rules that limit exactly what they can do and how they are allowed to warp reality because that's how magic in that reality works. Even deities and Shenron must follow some rules when it comes to how they are allowed to warp reality. Only Xeno has unchecked power to warp this reality!

4. SUPER QI USER CLASSES AND HOMEBREW RULES

I included two main classes for supers. The ***Z Fighter*** is a template for any combat focused super with or without magic, and the ***Sage or Healer*** is a super qi user who focuses on accumulating wisdom and being a protector and nurturer of their domain. Z Fighters can sometimes learn elemental magic but still tend to rely on super qi fueled powers and energy attacks, while Sages and Healers depend on elemental magic and will delve into other forms of magic as deeply and broadly as they care to (which may result in a lot of expertise considering their extended lifespans). You could theme an evil sage as an "occultist" and give him some of the same abilities of the witch/channeler from chapter 5, though super qi is a more potent fuel for magic than the crystals and focuses used by most mortal magic users.

POWERS

Psychic perception and other psychic powers including **telekinesis** are the most basic powers granted by a super qi lineage. These powers include telepathy and the ability to sense energy, as well as an ability to process information in a different way that allows for functioning at high speeds among other things. **Ki blasts**, **ki waves**, and other relatively simple uses of super qi such as the "burst" ability from the video games are also considered psychic powers. Mechanically speaking, psychic perception grants *wis to ac*.

Dense body and **altered time rate** are more complicated powers tied to a super's genetics

and to the anatomy of their energy bodies. These are the abilities that make a super "super", and they scale with power level. Super qi can be used to make a skin tight **force field** to resist ki blasts or mortal weapons and it can be used to diffuse or absorb energy from attacks, which works synergetically with dense body, altered time rate, and psychic perception to increase defense and make a super capable of going up against modern or futuristic weapons.

Super qi users with enough talent are capable of learning most **transformations** if they have the right training, but some transformations are tied to the genetics of a specific lineage.

Super qi users with a magical lineage can learn other super qi based powers such as **elemental magic**. **Healing** with super qi is possible, but it is very complicated and requires special dedication and training or a divine lineage. Healing is not available to all supers, and some races are genetically gifted with the ability regenerate using super qi (or another resource such as nanites).

Elemental magic and healing are the main types of magic I will focus on in this chapter. Other forms of reality warping fueled by super qi are possible, but less common in mortals.

1. POWER LEVEL

As supers train or absorb Mortal Energy from fallen foes, they can reinforce their energy bodies in order to grow stronger. They become able to pull in and store more super qi, and can use this energy to fuel different powers, techniques, and transformations. A super does not always have to be in a "powered up" state and they usually have some control over what fraction of their total power they choose to use. Power level directly increases the magnitude of the following powers:

- **dense body** makes them stronger and harder to damage or knock around. It also makes their unarmed attacks more powerful
- **altered time rate** plus **super speed** makes them able to move, think, and react faster
- **super qi points** can be used to bolster defense (force field, harden body, or absorb blows), to boost while flying, or to use for other super qi powers
- **ki blast**, **ki wave,** or **elemental attack** damage or area of effect
- **controlled telekinesis** or **emotional telekinesis**
- **transformations** become available as power level increases. They may apply a bonus to power level while active, which is called "adjusted level" or "adjusted power level", but this bonus is factored into the transformation abilities granted and does not actually increase level
- **flight** acceleration (this is affected by both power level and altered time rate, since altered time rate increases the rate at which your power chakras pull in energy)
- **step** and **teleport** distance

Indirectly, absorbing **mortal energy** can increase your lifespan as well as your power level.

When fully powered down, a super's hp is the same as that of a mundane martial artist of the same level, except capped at level 12 (see chapter 6). If they are not fully powered up, their hp is either the same as their powered down state or their current power level, whichever is higher.

The mortal power level is usually capped at 2500 (level 25), but through fusion can temporarily go up to 3750 (level 50) or so. Artificial supers and powered machines are not limited by this (see chapter 7), but the more powerful the psychic crystal the more rare and expensive it is likely to be. Angels, avatars of deities, and other divine or demonic beings are not mortal and do not have restrictions of mortal bodies limiting their power level.

Every level after 25 gets only half the usual hit points and qp (10 + con hp and 4 + cha + wis qp for Z fighters and 8 + con hp and 6 + cha + wis qp for Sages and Healers), and only counts as half for checks involving power level. For each level above 25 get +1 melee damage and +7.5x lifting strength, gain +50 ft to flight speed and +5 lbs per qp to telekinesis (see the table in chapter 4); for each even level above 25, gain +1 dodge ac. Ki attack, elemental, and TK projectile dice increase at the same rate. Maximum step distance increases by +5 ft at level 30 and every 5 levels after that. Fusion doesn't grant extra actions or reactions past level 25 due to the limitations of mortal bodies, but Tier II combat transformations can still be used to gain another action and reaction. However, using a Tier II transformation like SSJ I or MK I during fusion decreases the duration of fusion. Super androids and artificial supers with very advanced implants might be able to get an extra action at levels 30 and 50, and an extra reaction at levels 35 and 45. To balance this, you might rule that these extra actions and reactions are only available in *overcharge mode*, which boosts stats and speed at the cost of losing hp per round, but doesn't actually change power level.

"Epic levels" are usually levels 21 through 25, or slightly higher than that for warriors of exceptional talent. It is possible to go past this, but it requires absorbing god energy or going through some kind of ritual to alter your physical and energetic blueprints. At this point, a character is not considered "mortal" anymore and is not subject to the limitations of mortal bodies. If you want your adventure to include fights with divine beings, you can extend "epic levels" to go as high as you want! An immortal body can handle higher time rates, and you may be able to get extra actions at level 35 and every 15 levels afterward, and extra reactions at levels 45 and every 15 levels afterward. Immortals still get upgrades every odd level. They can die, they just don't age and can't be affected by ordinary diseases or poisons.

CLASSES AND HOMEBREW RULES FOR SUPERS

This chapter includes two classes for supers, the **Z Fighter** and the **Sage or Healer**. The Z Fighter is a template for combat focused super qi users, while the Sage or Healer is for super qi users who focus on accumulating wisdom while they act as guardians and nurturers of their domain. Besides the super qi lineage and attributes you choose at first level, you can customize your character with the techniques, transformations, feats, skills, and attribute bonuses you can get at each odd level besides level 1.

I used a simplified version of 5e Dungeons and Dragons for this homebrew setting. Some of the rules are the same or very similar, while others are not. Most of the magic and feats and some skills are different because it is a sci-fi fantasy setting.

Whenever I say str, con, dex, int, wis, or cha I am talking about the modifier for one of those attributes. Bonuses to cha or wis from transformations may not apply to all rolls (if they do, it will say so). When I write "aoe" it stands for "area of effect". You may need to look up the 5e rules for different aoe shapes such as cones or spheres. Whenever an "opposed roll" is required, use a d20 unless I specify otherwise. Finally, when doing calculations, I suggest that you round down.

Actions and reactions work a little differently than in 5e. A full round action means you

move at most 5 ft per 15 ft of movement (maximum 50 ft). You can move up to this same distance to disengage and avoid an opportunity attack while still being able to have your regular action(s) or full round action. Characters can spend up to one action per round to dash as in 5e, and the maximum dash movement for supers and *advanced qi cultivation* users is double their total enhanced ground speed. Also, supers gain extra actions and reactions as they level up, and high level transformations can provide even more. Reactions available to supers are listed below.

Z Fighter

1. MAIN ABILITIES

- *Hit points:* 20 + con per level
- *Super Qi Points:* you get 8 + cha + wis qp per level.
- *3 + int skills at level 1:* acrobatics (dexterity), athletics (strength), knowledge: metaphysics (intelligence), insight (wisdom), concentration (wisdom), perception (wisdom), or other skills you want to be available to them (i.e. arcana or alchemy for supers with magic).
- *Proficiencies*: unarmed strike, melee weapons (if they are not magical or otherwise especially durable, they are likely to break past the first few levels). Can wear light or medium high tech armor that applies minimal penalty to movement speed or dexterity. Z Fighters (not Sages or Healers) get a +1 to attacks at levels 5, 15, and 21 (for a total of +3) and *can* use traditional martial arts techniques though martial arts for supers is different.
- *Saving Throws*: By default get proficiency in saving throws for all physical attributes and for wisdom and charisma saving throws related to using powers. Have to take one of the resilience feats from 5e if you want proficiency in other saving throws. For supers, adjusted level is added to your strength bonus for strength saving throws or rolls, and bonus dodge ac and wis are added to dex for dexterity saving throws or rolls.
- *Hardened Body, Absorbant Body, Force Field*: Super qi allows you to block or absorb damage from various sources. You can ignore the first *(your adjusted level)* points of damage from an attack with a physical damage type only (it doesn't apply vs energy attacks or elemental effects). Absorbing damage with super qi costs 1 qp per 1 point of bludgeoning, slashing, ballistic (most types of bullets), sonic, fire, or cold damage, and 2 qp per 1 point of damage from piercing damage or energy attacks. You are weak to electricity and magical acid damage without the respective Air or Earth Magic Proficiencies, and damage from laser weapons is hard to block with your force field without both Air and Fire Magic Proficiencies. These all cost 4 qp per point of damage to negate. You have to have dexterity to ac to use super qi to defend yourself unless you declare on your turn that you are bracing for an attack and then lose your turn (supers *can* still absorb damage with qp if **stunned**). The force field is normally skin tight, but you can erect a force bubble to use against energy attacks only as an action or reaction. The bubble protects your equipment and clothing as well as your body. However, maintaining it requires a DC 12 concentration check each turn.
  - *Hardened Shell* is where you try to reduce the damage you take from an overpowering blow (only from another super, artificial super, person in a power suit, super android, or mech generally; must be bludgeoning damage or from an explosion) by converting some of the energy into knockback. *Hardened Shell* uses a reaction and means giving up your next turn. You can use it after your foe calculates damage, and you must spend 1 qp per

4 points of damage. Subtract your *str + adjusted level* from the damage. The rest of the damage is converted to 5 ft + 10 ft * (points of damage) knockback. If you get knocked into solid matter, you take damage but can use super qi to try and reduce it as normal.

  - Your opponent can react to your use of *hardened shell* by using step (a once per turn bonus action) and an attack (uses a regular action) in the opposite direction to intercept you and deal extra damage. This attack does not get advantage like attacks from behind with step usually have, and it takes a -4 penalty because of the difficulty of coordinating step and timing the attack right. If you land the attack, multiply your *melee damage bonus* and *str* by 2 before calculating damage. Your opponent can use one or more reactions to cancel their knockback in order to avoid being hit this way (see below under *extra actions and reactions*). The knockback, and hence the minimum step distance, has to be at least 15 ft to use this ability. Every additional 15 ft of knockback increases the minimum step distance by 5 ft but also adds +3 to damage.

- *Knockback from attacks:* Combat between supers sometimes results in them being knocked or thrown into things. Per 10 ft of knockback into something solid, take 1d12 from solid rocks or structures made of steel and stone; 1d8 from earth made of mostly dirt; or 1d10 for other solid structures. These are guidelines. If you survive, then assume the environment is destroyed and you are not! Characters must make a DC *15 + (number of damage dice)* constitution saving throw if they take damage or else be stunned for 2d4 rounds, but supers add half their adjusted level and only risk being stunned for 1d4-1 rounds (min 1 round).
- *Uncanny Dodge and WIS to AC at level 1*: Psychic perception means it is hard to surprise you, and you don't lose your dexterity to ac unless the opponent is an android concealing its energy (for instance in low power mode) or is using magic to conceal itself, or is really far away. You also get *wis to ac*, even if you are unable to see or hear your foe.
- *Ki Blasts and Ki Wave at level 2:* You can use your combat proficiency bonus plus your dexterity bonus to attack with burning qi techniques (ki blasts). After rolling for damage and adding wis and cha to the result, Z Fighters double the damage before applying it to a target (extra damage from crits is not doubled). Increased damage with ki blasts reflects their combat specialization and intense training with these techniques. Only damage from ki blasts is doubled – ki wave is not affected. Ki wave is a cone aoe attack if used at a distance, but **you can also add up to half your maximum ki wave dice to a melee attack**. You have to pay the qp before making your attack roll. If you miss you also lose the super qi points.
- *Smite at level 3:* You can add an additional *0.5 * (str + melee damage bonus)* damage to a single melee attack. The attack uses only half your proficiency bonus. If the target doesn't absorb the damage with super qi, they must make a DC 18 constitution saving throw or be stunned for 1 round (non-supers without armor or *iron body* are instantly KO'd). On a critical hit, the stun DC increases to 20 and the duration increases to 1d4-1 rounds (min 1 round). Even if you have extra actions, you can only use this once per turn. Costs 12 qp and you take -4 to ac until your next turn. You cannot use this the same round as flurry of blows.
- *Flurry of blows at level 3*: You can spend 6 qp per attack to get extra attacks per round. The maximum amount of extra attacks is based on your level (shown on the table below). Each 6 qp applies to a single attack action and allows you to turn one attack into two attacks, but each attack is at -4 and uses only half your *melee damage bonus*. Flurry i applies to your first attack action, flurry ii to your second, and flurry iii to your third attack.
- *Level 3 and every odd level after that:* Learn a new technique, transformation, feat, skill, or get +1 to a single atribute. Base stats for supers are usually capped at 20 rather than 18.

- *Conditioning at level 4:* At levels 4, 9, 14, and 19 you get +1 to a physical attribute of your choice. Conditioning i, ii, iii, and iv are for Z Fighters only.
  - *DR Penetration at level 4:* Dense body increases the ability of your unarmed strikes to penetrate damage resistance and armor, so each point of damage counts twice against damage resistance or damage reduction. This does not change the rate at which opponents absorb damage with qp, but it is effective against *hardened* or *iron body*.
- *Flight at level 5*: You are no longer limited to high jumps and can fly! Base flight speed goes up a little because of practice, but is mainly dependent on power level and altered time rate. It doesn't require qp to hover or fly at up to your base flight speed. Boosting past your maximum flight speed costs an additional 1 qp per 50 ft (minimum 1 qp), and is capped at twice your base flight speed (including movement bonuses from transformations). Your top speed is 10x your flight speed without spending additional qp or up to 10x your boost speed while using maximum boost, and you can accelerate by one increment of your speed per round as a full round action.
- *Aerial Throw and Flying Kick:* If you can land a grab against your opponent, you can throw them. Make an unarmed attack with half your proficiency bonus. It provokes an opportunity attack, but if you land it you can attempt to throw your opponent. Roll opposed strength checks adding your adjusted level (supers only). For every 1 point you win by you can throw your opponent 10 ft. A *flying kick* (or headbutt, knee, or fist) can deal knockback as well as damage. You must move at least 10 ft and for every 10 ft you move as part of the kick, gain a +1 to the opposed strength roll and a +1 to damage but also a -1 to attack.
- *Bulletproof and Intercept Projectile at level 7*: You can shrug off mundane projectiles such as bullets that deal less than *(5 + your adjusted level)* points of damage. You can use a reaction against a foe firing a projectile at you to catch or deflect bullets, arrows, or bolts.
- *Extra actions and reactions:* Supers get an extra action at levels 7 and 18. This can be used for attacks, ki blasts, elemental attacks, or any other standard type of action. Note that consecutive physical attacks will sometimes push an opponent back by 5 to 10 ft per consecutive attack after the first (this movement doesn't count against total movement per round, and both combatants move) unless the power disparity is so great your foe isn't attempting to dodge. Supers also get an extra reaction at levels 3, 12, and 24 reflecting enhanced speed and psychic perception. Sometimes using a reaction will cancel concentration or charging of a technique, but evade and step are usually safe. Reactions available to supers include:
  - *Deflect:* Attempt to deflect a ki blast or blaster attack. Roll *proficiency + wis + dex* against their attack roll. You can add your bonus from martial arts i/ii/iii to this roll. If you succeed, you can deflect the attack and it costs only 1 qp per damage dice of the attack. If you fail, you lose the qp and and the attack automatically hits. You can't deflect disk ki blasts but you can clap them to make them come apart and dissipate.
  - *Evade:* In response to being attacked, move at least 10 ft using flight or enhanced movement. Flying or boosting to evade in this way imposes disadvantage on that attack. Costs 2 qp per 10 ft and limited to half your flight or movement speed, maximum 50 ft. You can try to stay out of a slower enemy's range this way as well.
  - *Recovery:* You can use one or more reactions to cancel aerial knockback. You can use one reaction to cancel up to one half your flight speed worth of knockback, or up to 50 ft, whichever is lower. You can combine multiple reactions to cancel more knockback. Each time you use a reaction to cancel knockback, it costs 5 qp.

- *Aerial Throw or Disarm:* If your foe attempts a melee attack and misses your touch ac by 5 or more points, you can grab and attempt a throw or disarm maneuver. Unlike normal, this doesn't trigger an opportunity attack. It doesn't work against flurry of blows.
  - *Disarm:* This requires winning an opposed attack roll at -4 after you land the grab.
- *Step:* Cost shown in the table under part 3 of this section. You automatically evade the attack by moving at least 5 ft if you can win an opposed *proficiency + wis* roll. If the attack has an aoe, you might need to move further to evade it. If you evade a ki blast this way, your foe can use a bonus action to detonate it. Your opponent can respond to your use of step by using step as well and getting advantage on a melee attack (regular action or once per turn bonus action) that *you cannot use step to evade* if they can win an opposed *proficiency + wis* roll. If you evade an attack and step out of your opponent's step range, they can use a bonus action to attack you with a half max dice ki blast or elemental attack provided they can win an opposed *proficiency + wis* roll. **Bonuses from transformations don't count for any of these opposed *proficiency + wis* rolls, and characters without psychic perception take a -6 penalty to their roll.**
- *Step with counterattack:* Regular cost of step +5 qp for an attack that gets advantage if you win an opposed *proficiency + wis* roll. +ki blast cost qp or elemental attack qp otherwise. Costs two reactions, and if your counterattack hits your opponent can't use step to do a counter-counterattack.

Main Abilities for Z Fighters

Level (Power Level / 10)	Proficiency Bonus	Melee Damage Bonus and Lifting Strength Multiplier from Dense Body	Dodge AC Bonus from ATR and Flight/ Super Speed	Movement bonus from Super Speed	Flight Speed	Base unarmed damage, abilities, and extra actions/ reactions
1	3	4 (3x strength)	1 (1.20x time rate)	+5 ft	N/a (double jump height or distance)	1d6
2		6 (6x strength)	2 (1.35x time rate)	+10 ft	N/a (triple jump height or distance)	
3		7 (8x strength)	3 (1.50x time rate)	+15 ft	N/a (five times jump height or distance and slow fall)	1d8, extra flurry attack i, and extra reaction
4	4	8 (10x strength)	3 (1.65x time rate)	+20 ft	N/a (*double level times* jump height/distance and slow fall)	Conditioning i and DR Penetration
5		9 (12x strength)	3 (1.80x time rate)	+25 ft	60 ft	Martial arts i (+1 attack)
6	5	10 (14x strength)	4 (1.95x time rate)	+30 ft	90 ft	

7		11 (16x strength)	4 (2.05x time rate)	+30 ft	120 ft	1d10, extra action
8		12 (18x strength)	4 (2.20x time rate)	+35 ft	150 ft	
9	6	13 (22x strength)	5 (2.30x time rate)	+35 ft	200 ft	Conditioning ii
10		14 (26x strength)	5 (2.40x time rate)	+40 ft	250 ft	
11	7	16 (32x strength)	5 (2.50x time rate)	+40 ft	300 ft	
12		18 (40x strength)	6 (2.60x time rate)	+45 ft	350 ft	2d6, extra flurry attack ii, and extra reaction
13		19 (45x strength)	6 (2.65x time rate)	+50 ft	400 ft	
14	8	20 (50x strength)	7 (2.75x time rate)	+50 ft	450 ft	Conditioning iii
15		22 (60x strength)	7 (2.80x time rate)	+55 ft	500 ft	Martial arts ii (+2 attack)
16	9	23 (65x strength)	8 (2.95x time rate)	+55 ft	550 ft	
17		25 (75x strength)	8 (3.0x time rate)	+60 ft	600 ft	
18		26 (80x strength)	9 (3.05x time rate)	+60 ft	700 ft	2d10, extra action
19	10	28 (90x strength)	9 (3.10x time rate)	+60 ft	800 ft	Conditioning iv
20		30 (100x strength)	10 (3.15x time rate)	+65 ft	900 ft	
21	11	33 (115x strength)	10 (3.20x time rate)	+65 ft	950 ft	Martial arts iii (+3 attack)
22		35 (125x strength)	11 (3.25x time rate)	+70 ft	1100 ft	
23		38 (140x strength)	11 (3.35x time rate)	+70 ft	1200 ft	
24	12	40 (150x strength)	12 (3.45x time rate)	+75 ft	1350 ft	3d8, extra flurry attack iii, and extra reaction
25		42 (160x strength)	12 (3.50x time rate)	+75 ft	1500 ft	

HP and Power Level

Z fighters get 20 + con hp per level (or 10 + con hp after 25th level), unless they are not fully powered up. "Powering up" mainly refers to absorbing the maximum amount of dense body qi and filling your super qi points to capacity. If a super is completely powered down their hp is the same as a mundane martial artist of the same level (capped at level 12); if they are not at full power, their hp is recalculated based on their current power level. Their hp can never be lower than their powered down hp.

You do still gain all the benefits of wis to ac, uncanny dodge, and psychic perception while powered down. Supers can rely on their psychic abilities to avoid danger while not in combat, and they gain +wis to initiative.

Super strength can be inconvenient outside of combat, so characters will tend to not hold onto all of this energy outside of combat. You can however assume your character holds on to at least some of their qp and dense body qi (say half capacity) if they have an expectation of danger.

Powering Up

Powering up fully requires a full round action – in particular, it takes time to infuse your body and spirit with dense body qi and to fill your super qi points to capacity. A full round action is enough to fill most of your qp capacity from empty, and it is enough to pull in enough super qi to raise your dense body power to maximum. Otherwise, if you can't afford a full round action, each action can raise your effective level by 5 (up to your maximum hp and bonuses from dense body) and can refill your qp by 15% of its capacity (20% if you are rooted to the Earth and have Earth magic proficiency). Flight and altered time rate can be turned on more or less instantaneously as a reaction on your opponent's turn. You provoke opportunity attacks from any nearby foes while using a full round action to power up, but avoiding attacks while powering up is possible by using your aura to deflect ki blasts or to push away foes. For example, you can use a reaction to deflect a ki blast by rolling *(half your **maximum** level) + wis + cha* vs *(number of ki blast dice used by your opponent) + wis + cha*. For approaching to melee, your foe uses *(half their adjusted level) + str.*

Recharging Super Qi Points

Recharging qp is not the same as powering up, but the game mechanics are similar. You can recharge 75% maximum qp per full round action (or 90% if you have Earth magic proficiency and are rooted to the Earth), but you provoke opportunity attacks from nearby foes who are aware of you. You can use a reaction to deflect ki blasts as with powering up. If you take damage from an opportunity attack, you must pass a DC 15 concentration check or make a DC 15 constitution saving throw or else you only regenerate 1d4 * 10% qp that round.

You can spend an action to regenerate 15% of your qp. So, for instance, with three actions per round you could regenerate 45% of your qp and still have your normal movement and reactions. If you have Earth magic proficiency and are rooted to the Earth, you can instead regenerate 20% qp per action. Also, it is important to note that you can combine using an action to transform (see under **Transformations and Other Abilities**) with a full round action to recharge your qp.

Opportunity Attacks

In order to make an opportunity attack, a character must use one of their available reactions.

This could be a melee opportunity attack if they are within 5 ft per 15 ft of movement (max 50 ft), or otherwise it is a ranged attack or ki blast. Ki blasts that require charging cannot be used as opportunity attacks. The next section discusses using ki blasts as opportunity attacks.

One thing that will always trigger an opportunity attack is attacking (melee or ranged) then turning your back to retreat! You can use step to avoid a melee disengagement attack, but only if you win an opposed *proficiency + wis* roll, otherwise your opponent can retaliate with a ranged opportunity attack such as a ki blast or an elemental attack that doesn't require charging.

2. KI BLASTS

All ki blast techniques use your dexterity bonus and proficiency bonus for attack (unless you have the *homing ki blast* technique, which lets you add your wis and cha to the attack roll at the cost of more qp). Orbs, beams, and rays are the main types of ki blasts that all Z Fighters and Sages or Healers automatically know. You can learn other ki blast techniques described in chapter 6, such as the special beam cannon, a disk shaped ki blast, a super beam attack, and others. In order to have an idea of what ki blasts are, you need to have watched the anime(s) or played some of the games.

Ki blasts are made of ***burning qi***, which is a type of supernatural energy manifested as particles that have mass and store super qi as energy. Some of this energy leaks as light, but most of it is used to generate heat (agitatedly vibrating particles) at the surface of the blast. Similar to how some other powers in Dragon Ball work, the mass of a ki blast gives it inertia and solidity but does not react to gravity (or else the user's psychic control cancels its gravity). Burning qi particles can easily be fused into some shapes, but not others. A lot of them need to be fused together to make a ki blast, otherwise they would tend to release their energy and dissipate. As power level increases, so does the maximum mass and energy capacity of burning qi particles.

Orb Shaped Ki Blasts

Orbs of burning qi do less damage than beam attacks, but are easier to hit with and allow a fighter to remain mobile. **Ki Blast: orb** costs 2 qp per dice used, and normally uses one action. An orb ki blast typically has a diameter of about 0.5 ft. You can spend a full round action or two consecutive actions to charge and launch a 1 ft diameter ki blast which has a larger detonation radius than the default ki blast (see below under **Detonation**). You can make orbs larger up to a point, but it doesn't really affect the damage. The ki blast will have more energy, but it is distributed over a larger surface area. Every time you double the blast's diameter, it requires another full round action, and orbs are limited to 1 ft diameter per damage dice. If you don't want to use a full round action, each action adds 1 ft to the diameter of the blast. The extra surface area from overcharged ki blasts isn't very useful against other supers (heat is mainly what matters to penetrate super qi defenses), but the extra energy in the blast is useful to increase the damage and aoe of a detonation. You take -6 to ac while overcharging, and must make a DC 15[1] concentration check or constitution saving throw if you take damage or else lose the blast. If attacked, you can use evade but not step. Overcharged orbs get -1 to attack for each foot of diameter because they move more slowly.

- **Burn Rate, Collisions, and Energy Content:** You can control the rate at which an orb releases its energy in order to deal damage over time. Instead of doing all the dice damage at once, you release it over multiple actions in order to get extra damage from your cha + wis (remember that Z Fighters add cha + wis to ki blast damage *before* doubling it). Each time

1 DC 18 if the damage is more than 1/3rd your hp capacity, DC 20 if it is more than 1/2 your hp capacity

you do try to do damage your foe can use a reaction to try to deflect the blast. Also, this may force your opponent back a few feet per action if you are very strong (if the number of ki blast dice is more than half your foe's adjusted level). Your opponent has the option to move with the blast at least 5 ft per ki blast dice so that cha + wis is only added once to damage. Larger orb ki blasts can collide, leading to a series of opposed rolls. The first to win three *(number of dice) + diameter + con + cha + wis* rolls automatically hits their foe. Both fighters can charge their blasts the same amount of rounds as long as they use each round only to charge. Sometimes a smaller ki blast with a lot of dice can collapse a larger ki blast with fewer dice, as long as the larger one has at least twice the diameter. This requires a reaction and an opposed *(number of dice used) + wis + cha* roll (use base form cha and wis).

- **Detonation:** Ki blasts can detonate, releasing all their energy as heat and an explosive pressure wave. This can turn a near miss into a hit, or cause some area of effect damage. For ki blasts with a diameter of at least 1 ft, each dice is equivalent to 5 ft of aoe radius (10 ft for Z Fighters). Then add (*15 ft or 20 ft for Z Fighters) * (number of ft diameter minus one)* at the end to get the total aoe radius. To determine the aoe radius for 0.5 ft diameter blasts, use half the dice rounded down. The damage for those caught in the aoe is multiplied by *(1) - [(number of 5 ft squares from the center of the blast to the target) / (number of 5 ft squares from the center to the edge of the blast's aoe)]*: times 3/4 at 25% maximum aoe, times 1/2 at 50%, times 1/4 at 75%, and so on (this is probably not mathematically sound, but it is easy to calculate!). It counts as half sonic/bludgeoning and half fire damage normally, or as elemental damage for using the *shield* power. For every 5 ft the blast pushes you, you can assume 10 ft of knockback past the maximum aoe. Knockback from detonations is reduced by *5 ft * (adjusted level)* for supers, and they can use the recovery reaction to cancel more of it. You always have the option to first use some of the dice for damage, and then detonate the blast using the remaining dice on your next action or as part of a full round action.
- **Melee Ki Blast:** You can use a ki blast orb in melee. You first deal half ki blast damage using one action, using your strength for attack instead of dexterity and only half your proficiency bonus. Add your strength modifier and half your melee bonus damage to the damage. Then use the other half of the dice to detonate the ki blast – this damage can be reduced with *hardened shell*. You can't use flurry of blows or smite the same round as this. Requires a full round action or two consecutive actions.
- **Rapid Ki Blast:** You can spend an action to rapidly release two ki blasts at up to half your maximum ki blast dice. They each are at half proficiency bonus, and can target the same opponent or two different ones. You can also use a rapid ki blast as an opportunity attack, for instance if your opponent is powering up or recharging their super qi. *Super Ki Blast Volley* is a technique you can learn that allows you to release a volley of even more ki blasts.
- **Comet Blast:** This is a higher energy version of an orb ki blast that is oval shaped with a tail. It uses d10's and has a critical threat of 20 x3, but since it is released with so much speed it is a little less accurate and uses only half your proficiency bonus. It requires a full round action or two consecutive actions, and costs 3 qp per dice used. You can detonate it as with regular orb ki blasts. The starting diameter is 1 ft and you can overcharge a comet blast up to no more than 4 ft diameter or else it becomes just a regular orb ki blast.

Beam Ki Blasts

These include techniques like the Kamehameha or Masenko. A beam can be sustained if it hits, doing additional damage each uninterrupted action, but it is easier to dodge because it only

uses half the character's proficiency bonus. You can form the beam and do damage the same round if you use a full round action. If you have more than one action per turn, charging the beam requires an action, and each action after that can be used to do damage. Recharging your qp is the only other action you can take while sustaining a beam attack, and you can't use most reactions. If you run out of qp or don't try to do damage on your turn it cancels the attack. You *can* move up to 10 ft or drift up to 50 ft per round, and you can use a **bonus action** to use a transformation. You can change the damage dice after the attack hits (you choose how many dice to use each action). **Ki blast: beam** costs 3 qp per dice to charge, then only 2 qp per dice to fire the beam and to sustain it if you hit (you pay the qp again every time you use an action to do damage). You take -6 to defense while sustaining a beam ki blast, and if you take damage you must make a DC 15 concentration check or constitution saving throw (see **pg 17** footnote) or else it cancels your attack.

- **Beam Contests:** You can use a reaction in response to an opponent using a beam ki blast against you to initiate a beam attack contest. The first to win three opposed *(number of dice used) + con + wis + cha* rolls wins, and the loser takes damage – you can still reduce the damage with qp, but you can't dodge or deflect the attack. The first roll occurs during your turn, and each of your actions becomes making the opposed roll. Then on your opponent's turn this continues. Each time you use an action for the beam contest's opposed roll, it uses up one of your opponent's reactions. If they run out of reactions, they take -6 to that opposed roll. You can't move during a beam contest besides a small amount toward or away from your opponent, though it is possible for you and your opponent to drift while flying.
  - If your adjusted power level is at least 10 and more than twice your opponent's, you can automatically win a beam contest with a single opposed roll. If you lose, the beam contest continues normally. Also, you could use an orb or comet blast instead of a beam.
- **Knocking Away a Beam Attack:** If you (a super) are hit by a beam attack and are taking damage, you can use a reaction on your opponent's turn to knock the blast away by winning an opposed *proficiency + str + dex* vs *(number of dice used) + wis + cha* roll (every time they use an action to do damage with the beam attack, you may use one of your reactions to try to knock the blast away). Do not include bonuses to wisdom or charisma from transformations for the opposed roll, but you should include increased damage dice for ki blasts or increased combat proficiency bonuses. Otherwise you take damage each time your foe spends an action and the only thing you can do is use qp to absorb the damage using super qi (mainly your force field); you skip your turn except you can use a transformation or try to recharge up to 15% qp per action (20% if you are rooted to the Earth and have Earth magic proficiency).
- **Rescued By an Ally or Foe**: If another opponent tries to attack you while you are being damaged by a beam attack, you take -6 to defense but if it is an unarmed melee attack or other attack with sufficient knockback that does more than 15 points of bludgeoning or sonic damage they potentially knock you away from the blast. If it is a melee attack, they have a chance of being hit by the blast themselves (roll against their ac). One of your allies can assist you by flying or charging at you if they can succeed on an attack roll against your touch ac and do 15 points of damage or more. Unlike when a foe attacks you, your ally can hold back and do only the minimum amount of damage. If they knock you out of the way of the blast, they have a chance of being hit by the blast themselves.
- **Immediate Blast:** You can spend an action and 3 qp per dice to release a beam attack without charging. Unlike regular beam attacks, it only does initial damage (you don't sustain the beam) and it uses your full proficiency bonus. You can use this for an opportunity attack, but only using up to half your max ki dice. You can detonate an immediate blast (see below).

- **Detonate:** As with orb ki blasts, you can detonate a beam ki blast. Some beam ki blast techniques involve detonating the blast this way at some point after contact with the target. This means terminating the beam that round (even if it is the first round), and instead dealing some area of effect and knockback damage. Terminating then detonating a beam attack works like detonating a 1 ft diameter orb ki blast – use d6's and the formula given above to determine damage, and each damage dice counts as 5 ft (10 ft for Z Fighters) for the aoe radius. Every 5 ft you are pushed back inflicts 10 ft of knockback past the edge of the blast's aoe, but you can reduce knockback per the rules described on page 18. Also, if you use the *super beam attack* technique, the detonation radius is instead 10 ft per damage dice (15 ft per damage dice for Z Fighters) and you use d8's for damage.

Ray Ki Blasts

Ray ki blasts can be overcharged to deal more damage, and can do a lot of damage on a critical hit. **Ki blast: ray** costs 3 qp per 2 dice, and you can overcharge a ray attack up 1.5x your maximum dice (round down). Overcharging costs 2 qp per dice, and you can charge 2 dice per action plus 1 additional dice if you use a full round action. You take -6 to ac while overcharging, but you can use step or evade. If you take damage, you must make a DC 15 concentration check or constitution saving throw (see **pg 17** footnote) or else lose the ki blast. Learning the *Special Beam Cannon* technique allows you to supercharge your ray ki blast even more, but it requires advanced willpower and concentration.

You can also do a *slashing ki blast* that splits its dice evenly over adjacent squares in a straight or curved line. It costs a full round action (or two consecutive actions) and costs 2 qp per dice but adds wis + cha to damage to targets in each individual square. You can overcharge it (2 qp per dice and up to 1.5x maximum dice), but it cannot be used with Special Beam Cannon.

Ki Wave and Melee Ki Wave

Ki wave is when you release your super qi as a destructive pressure wave in a cone area of effect. The energy is usually projected from the center of the palm. This technique does not require burning qi (Z Fighters therefore don't double the damage after rolling), but it tends to do less damage. You can negate the damage with super qi, treating it as sonic or bludgeoning damage. You can use an evade reaction to escape the aoe if you can make a DC *10 + (number of dice used) + wis + cha* dexterity saving throw, or you can use step as a reaction if you can win an opposed *proficiency + wis* roll. Non-supers without special armor, a force field generator, or *iron body* who are hit by the attack must make a strength or dexterity saving throw with a DC of *10 + (the number of dice used) + wis + cha* or be knocked prone as well as a constitution saving throw with the same DC to avoid being stunned for 1d4+1 rounds. Ki wave costs 2 qp per dice.

Ki wave can be used with a melee attack using up to half your max ki dice. The cost is 1 qp per dice, but the ki wave only affects the target of your melee attack. If you hit a non-super with a blow like this, they have to make a constitution saving throw of *10 + (half the damage from ki wave)* or be stunned for 2d4 rounds. *Iron body* gives immunity to the stun effect. A ***palm heel technique*** using up to your max ki dice for ki wave can be used up to once per round, but it uses half your proficiency bonus and only does half bonus melee damage. Even supers or *iron body* users hit with this must roll a constitution saving throw equal to *10 + (the damage from ki wave)* or be stunned for 1 round (still 2d4 rounds for non-supers), but supers can add their adjusted level. DR from *hardened body* or *iron body* is only applied once against the damage from an unarmed strike + melee ki wave. Also, you must pay the qp for the ki wave dice before making your attack roll.

MAIN OFFENSIVE SUPER QI TECHNIQUES

Level	***Base ki blast damage and critical threat[2]:*** **Orb** is d8 20 x2; uses proficiency + dex and you can make it larger to store more energy; aoe damage from detonated orb ki blasts uses d6's **Beam** is d10 19-20 x2; uses half proficiency + dex; range is halved **Ray** is d4 18-20 x3; uses proficiency + dex and you can overcharge it for extra damage; range is also halved	***Ki wave*** (cone aoe, damage can be absorbed with super qi) and Cone AOE
1	N/a	
2	1dx + wis + cha, 100 ft then -2 to attack per additional 50 ft up to maximum of 250 ft (50 ft then -2 per 25 ft up to maximum of 125 ft for beam attack or ray)	1d4 + wis + cha, 10 ft
3		
4	2dx + wis + cha	2d4 + wis + cha, 10 ft
5		
6	3dx + wis + cha	3d4 + wis + cha, 15 ft
7		
8	4dx + wis + cha	4d4 + wis + cha, 15 ft
9		
10	5dx + wis + cha	5d4 + wis + cha, 20 ft
11		
12	6dx + wis + cha	6d4 + wis + cha, 20 ft
13		
14	7dx + wis + cha	7d4 + wis + cha, 25 ft
15		
16	8dx + wis + cha	8d4 + wis + cha, 25 ft
17		
18	9dx + wis + cha	9d4 + wis + cha, 30 ft
19		
20	10dx + wis + cha	10d4 + wis + cha, 30 ft
21		
22	11dx + wis + cha	11d4 + wis + cha, 35 ft
23		
24	12dx + wis + cha	12d4 + wis + cha, 35 ft
25		

2 **Z Fighters don't double the extra damage from a critical hit.**

3. PSYCHIC POWERS, STEP AND TELEPORT, AND ELEMENTAL MAGIC

Most supers gain some general telepathic and psychic ability, and can use telekinesis. Abilities like altered time rate and dense body or "super qi as armor" are more complex and usually "built in" to their energetic blueprint – not all super races have these abilities automatically, though anyone able to use super qi might be able to learn them. Powers like dense body or force field may become unconscious/automatic once mastered, but they still are considered "psychic powers" because they have some connection to the super's will and volition. Other abilities like manipulation of burning qi or the step or teleport powers must be learned, usually from someone else but occasionally from experimentation and theory. There is also a lot of psychokinesis in DBZ that is unconscious, for instance when Goku first goes Super Saiyan and it creates a big crater around him and lots of sparks and levitating debris. Unconscious psychokinesis becomes more dramatic and powerful at higher levels or while Tier II or Tier III transformations are active.

- ***Step and Teleport:*** Step is a form of accelerated movement while phased into a super low inertia state that appears to be nearly instantaneous (but it is not at the speed of light so it is still much slower than teleporting) and is usually short range. It enables you to avoid attacks, set up counterattacks, or gain advantage. Using step to move behind someone gives you advantage on your melee attack (but you must win an opposed *proficiency + wis* roll) and can be used as a bonus action as part of an attack but only once per round against a specific opponent. Teleportation (long range transmission) has up to triple the range and lets you bypass physical obstacles in your way but requires learning the technique. It takes longer to concentrate and pull off the technique but the teleporting part occurs at the speed of light. Energy fields or magic can be used to block areas from being teleported into, and while you can lock onto someone's energy to teleport to them (if they are within range) you can't teleport too close usually because of their aura. Also, magic can be used to set up long range portals that may not have these limitations.
- ***Controlled Telekinesis:*** Max power with things that are within reach of your hands (up to 5 ft away, adjacent squres); drops by half every 10 ft after that. Power available for telekinesis is based on level, and I tried to suggest reasonable limits in the table below. Requires a DC 15 concentration check (an action) to use. You can't use it directly on supers or powered robots due to their energy fields, and you definitely can't use it inside anyone's body. The table below shows the maximum power for TK you can use per level and how much it costs to use this much power. Each action lets you move something up to a few yards, using up to 3 actions this way, and you have to consider that *the power is halved every 10 ft away from adjacent squares*. Sages and Healers are slightly better at controlled telekinesis, as is described in the next part of this chapter. Telekinesis gets a bonus based on your wisdom modifier (wis) and charisma modifier (cha). You can *slowly* lift an object that is twice as heavy as given in the table below, but at twice the qp per round and +3 to the DC. Maximum "dice" is half your adjusted level rounded down, and qp cost per dice depends on the ability.
    - ***Freeze:*** You can use a form of controlled telekinesis to paralyze an opponent. Using this requires an action and winning an opposed roll, and costs 2 qp per dice used per round. Roll *concentration + (number of dice used) + TK modifiers* (Saiyans get -4, Frieza race members get +4) vs the opponent's *strength saving throw.* Using this in melee range triggers an opportunity attack, and for every 10 ft away from adjacent sqares you take -6 (Sages and Frieza Race members have more range). If you win, they are held paralyzed in an orb made of ki particles. You can use an action on your turn to keep repeating the opposed roll in order to keep your opponent frozen – once they win, they can escape the paralyzed condition. You can move or do other actions that don't require concentration

while this is active, but you take a -4 to your concentration check when doing so.

- ***TK Choke:*** Requires an adjusted level of 5 or higher. Not useable against most supers due to their auras. 2 qp and 1d4 damage per dice, max dice is halved and qp cost doubled at the same rate as for TK (Sages, Healers, and Frieza race members have more range).
- ***TK Push:*** Does not require a high power level (generally at least level 3, again depends on individual talent), and it is hard to use against most supers due to auras and other powers – their adjusted level must be half yours or lower to use this against them. TK Push can send your opponent flying and knock them prone if they fail a *DC 10 + (number of dice used) + cha* dexterity or strength saving throw. Non-supers must make a DC 12 constitution saving throw if knocked prone to avoid being stunned for 1 round. The maximum knockback is 10 ft per dice (15 ft per dice for Sages, Healers, and Frieza race members), and targets may take knockback damage and risk being stunned (see **page 12**). This is different than ki wave because it doesn't create a pressure wave that deals damage on its own (it is more like burst), but it can use the same cone aoe as ki wave. Costs 1 qp per dice against a single foe or 3 qp for a cone aoe.
- ***Telekinetic Projectile:*** Can launch rocks, shuriken, or anything else like that as a projectile. You must launch the projectile from close to your body to get maximum damage. For every 10 ft past the range given in the table below, reduce the damage dice by 1. The cost is 1.5 qp per dice, and you can split the dice among multiple foes if you have enough projectiles. 1.5x damage for Sages, Healers, and Frieza race members.
- ***Launching Heavy Objects:*** In the table below, find the maximum value you can rapidly lift and calculate it. Multiply the resulting number of pounds by 10 and the qp cost by 5. You can launch an object approximately that heavy for up to the same distance as your range for TK Projectile (+50% range for Sages, Healers, and Frieza race members) using a full round action and a DC 18 concentration check. The heavy object can do crushing damage (3d6 per 100 lbs). The object can be avoided with a DC 15 dexterity saving throw. Supers can ignore half as many lbs worth of damage as they can lift (pgs **14-15**).

- ***Emotional Telekinesis*:** Requires roleplaying your reason to be emotional and must make a DC 18 charisma saving throw to use (after the first check, it only requires a DC 12 charisma check to maintain for each uninterrupted round spent focusing). It is the same as controlled telekinesis but counts as 1d4+1 levels higher, and it is useable 1 + cha times per encounter (if you fail a roll, it still counts as a use). You can use emotional TK with any telekinesis technique but the freeze technique, and you still can't use it inside someone's body. You can't use emotional TK with Tier II or Tier III transformations.
- ***Tactile Telekinesis:*** You can lift heavy bulky things without them bending, breaking, or deforming. Assume this might work for things that you are strong enough to lift as long as it's not much bulkier than a large vehicle. You can calculate lifting ability based on the d20 SRD table for carrying capacity, and/or you could just calculate it based on the base strength and the dense body multipliers given under **Main Abilities** (pages 14-15).

Unlike in Star Wars or sometimes in DBZ, in this setting telekinesis is generally not insanely strong except for very powerful or talented individuals, or for supers who have mastered magic as well as super qi. The table below shows the maximum power for TK you can use per level and how much it costs to use this much power. The next section will include more detail about **elemental magic**, which is not available to all supers. All Sages and Healers can learn it, but for Z Fighters a magical lineage or special training is required.

PSYCHIC POWERS, ELEMENTAL MAGIC, AND STEP

Level (supers only)	Max Power and Rate for ***Telekinesis*** when in same or adjacent square (power is halved every 10 ft)	***TK Projectile*** (damage type depends on projectile) and Range	***Elemental attack*** dice (*fire* and *lightning* are 1d8, *plasma* is 1d12, *ice shards* are 1d4); Line, Cone, or Radius	Max Range for ***Step*** and Cost per 5 ft
1	Rapidly lift up to 10 times *(1 + wis + cha lbs per 1 qp)* per action	0 + cha + wis, 15 ft	N/a	N/a
2	Rapidly lift up to 10 times *(2 + wis + cha lbs per 1 qp)* per action	1d4 + cha + wis, 30 ft	1dx + cha + wis; 80 ft, 10 ft, 5 ft	N/a
3	Rapidly lift up to 10 times *(2.5 + wis + cha lbs per 1 qp)* per action			N/a
4	Rapidly lift up to 10 times *(3 + wis + cha lbs per 1 qp)* per action	2d4 + cha + wis, 45 ft	2dx + cha + wis; 80 ft, 15 ft, 10 ft	N/a
5	Rapidly lift up to 10 times *(3.5 + wis + cha lbs per 1 qp)* per action			5 ft, 12 qp
6	Rapidly lift up to 10 times *(4 + wis + cha lbs per 1 qp)* per action	3d4 + cha + wis, 60 ft	3dx + cha + wis; 80 ft, 25 ft, 20 ft	
7	Rapidly lift up to 10 times *(4.5 + wis + cha lbs per 1 qp)* per action			10 ft, 11 qp
8	Rapidly lift up to 10 times *(5 + wis + cha lbs per 1 qp)* per action	3d4 + cha + wis, 60 ft	3dx + cha + wis; 80 ft, 25 ft, 20 ft	
9	Rapidly lift up to 10 times *(6 + wis + cha lbs per 1 qp)* per action			15 ft, 10 qp
10	Rapidly lift up to 10 times *(7 + wis + cha lbs per 1 qp)* per action	4d4 + cha + wis, 75 ft	4dx + cha + wis; 80 ft, 30 ft, 25 ft	
11	Rapidly lift up to 10 times *(8 + wis + cha lbs per 1 qp)* per action			20 ft, 9 qp
12	Rapidly lift up to 10 times *(10 + wis + cha lbs per 1 qp)* per action	5d4 + cha + wis, 90 ft	5dx + cha + wis; 80 ft, 35 ft, 30 ft	
13	Rapidly lift up to 10 times *(11 + wis + cha*			25 ft, 8 qp

	lbs per 1 qp) per action			
14	Rapidly lift up to 10 times *(13 + wis + cha lbs per 1 qp)* per action	6d4 + cha + wis, 105 ft	6dx + cha + wis; 80 ft, 40 ft, 35 ft	
15	Rapidly lift up to 10 times *(15 + wis + cha lbs per 1 qp)* per action			30 ft, 8 qp
16	Rapidly lift up to 10 times *(16 + wis + cha lbs per 1 qp)* per action	6d4 + cha + wis, 105 ft	6dx + cha + wis; 80 ft, 40 ft, 35 ft	
17	Rapidly lift up to 10 times *(18 + wis + cha lbs per 1 qp)* per action			35 ft, 7 qp
18	Rapidly lift up to 10 times *(21 + wis + cha lbs per 1 qp)* per action	7d4 + cha + wis, 120 ft	7dx + cha + wis; 80 ft, 45 ft, 40 ft	
19	Rapidly lift up to 10 times *(23 + wis + cha lbs per 1 qp)* per action			40 ft, 6 qp
20	Rapidly lift up to 10 times *(25+ wis + cha lbs per 1 qp)* per action	8d4 + cha + wis, 135 ft	8dx + cha + wis; 80 ft, 50 ft, 45 ft	
21	Rapidly lift up to 10 times *(28 + wis + cha lbs per 1 qp)* per action			45 ft, 5 qp
22	Rapidly lift up to 10 times *(31 + wis + cha lbs per 1 qp)* per action	9d4 + cha + wis, 150 ft	9dx + cha + wis; 80 ft, 60 ft, 50 ft	
23	Rapidly lift up to 10 times *(34 + wis + cha lbs per 1 qp)* per action			50 ft, 5 qp
24	Rapidly lift up to 10 times *(37 + wis + cha lbs per 1 qp)* per action	9d4 + cha + wis, 150 ft	9dx + cha + wis; 80 ft, 60 ft, 50 ft	
25	Rapidly lift up to 10 times *(40 + wis + cha lbs per 1 qp)* per action			55 ft, 4 qp

Elemental attacks can roughly be divided into three categories: line attacks, cone aoe attacks, and a radial aoe with the super qi user at the center. Examples of line attacks include a bolt of lightning or ball of plasma; a cone aoe attack might be a gust of wind or a flame attack similar to burning hands; a radial aoe attack might be turning the earth around you into mud or causing a weak localized "earthquake". Sages and Healers do more damage and have more range with elemental magic, and transformations like Magic Kaioken and certain Tier III forms can further increase the

range as well as dice for all forms of elemental magic.

For elemental attacks involving an element, usually the super qi user must be able to touch the element in order for their super qi to flow through it. For instance, to cause the earth around you to quake you need to be rooted to the Earth or touching it with your palm. For other straight up elemental damage attacks like lighting bolts or gusts of wind, contact with the air is usually sufficient. Once you shape an elemental attack close to your body, for instance a ball of plasma, you can continue to control it at a distance, but the range is limited as shown in the table.

Elemental magic fueled by super qi can be a powerful weapon, but it also has a multitude of uses outside of combat. Also, there are trivial uses of elemental magic that do not require special proficiencies such as generating warmth in cold environments or telekinetic control over small amounts of nearby water or flame. Below are just some uses of elemental magic – you should encourage your players to find imaginative uses for it!

- ***Air Element***: Power over wind and lightning. Specific uses include but are not limited to
  - *Lightning bolt/shock attack:* A line attack costs 4 qp per dice. A cone attack targeting multiple foes costs 6 qp per dice. Shock damage can stun non-supers for 1d4+1 rounds if they don't have high tech armor, requiring a constitution saving throw of DC *10 + (number of damage dice) + wis*. Supers without air element proficiency are vulnerable to electricity damage, but they can dodge lightning or shock attacks and their additional hit points from dense body still reduce the damage. Shock does double damage to mechs or super androids that lack a built in defense against it, and it can be used to disable machines with sensitive electronics including most unshielded robots.
  - *Resist Lightning Damage:* Proficiency with air element techniques lets a super absorb the damage from lightning or shock attacks using super qi at a rate of 1 qp per 2 points of damage.
  - *Control Over Wind*: High level supers can use air magic to create strong winds in order to damage structures (each dice does 1d12 structural damage) or to control the wind and air directly in order to do anything else provided they have a high enough power level. In combat, this can be used to knock targets over, including non-supers, vehicles, or mechs. This is generally a cone aoe or a radius aoe with the super qi user in the middle. As a line attack used against one opponent or a cone against multiple, the strength or dexterity saving thow to avoid being knocked over is DC *12 + (number of dice used) + wis*. A line attack costs 2 qp per dice while a cone attack costs 4 qp per dice.
  - *Whirlwind:* For instance, use an action to trap an opponent in a whirlwind so they are unable to attack or take most actions or reactions. Requires a DC 15 concentration check each round to maintain (an action), and you are limited to regular movement (no boost or dash) and energy attacks or elemental effects while concentrating. This is mainly only useable against non-supers. The dexterity saving throw to avoid being trapped is DC *12 + (number of dice used) + wis*. You can split the dice to use this on up to 1 + wis foes.

- ***Fire Element***: Proficiency with fire magic is not required to use super qi to absorb damage from fire based attacks. However, it can reduce the qp cost to absorb heat from fire attacks (but not ki blasts), since you can directly control fire. In general, it can be used to feed, shape or move, or to dissipate flames. Combustible matter is normally required as a material component to create and sustain flames. However, Sages can make Elemental Fire using only air; other classes require the Evocation magic school proficiency from DBZ Arcana.
  - *Control Flames:* Control over flames (ignite, feed, starve, or put out). Use the elemental damage dice from the table to figure out the range and how much damage you can do. An example of a line attack would be gout of fire that damages a single opponent, while a cone aoe attack would be something like burning hands. A radius aoe would be

something like radiating your super qi as heat to melt ice, or trying to put out a fire.
  - *Flame Resistance:* You can negate fire damage or generally divert a fire based attack when it gets close to you by spending 1 qp per 5 points of damage (or 1 qp per dice if that is easier). This does not work against ki blasts. If the attack you are defending against is an elemental magic attack, you must use a reaction and win an opposed *proficiency bonus + wis + cha* roll. If you lose, you can still use your force field to absorb damage, but it will cost the normal amount of 1 qp per 1 point of damage.

- ***Fire and Air***: Examples include cooking food, creating plasma, making a compressed ball of air that can explode like a fireball, or manipulating light.
  - *Plasma:* An example of using both these elements is creating plasma. Creating plasma does not require combustible matter, just air and both of these element proficiencies. Plasma can be shaped or compressed into an orb, or shaped into streams or anything else provided the plasma is in one contiguous piece. Super heated air compressed into a ball can still be an effective weapon even if it isn't heated to the point of becoming plasma (but it deals 1d6 per dice rather than 1d12). Gathering and heating the air to create plasma requires a full round action or two consecutive actions plus 3 qp per dice. Releasing the attack requires only an action and 1 qp per dice.
  - *Air Blast*: You compress a ball of air and ki, and once it reaches its target you release it so the ball of air explodes. Compressing the air and launching the blast requires a full round action or two consecutive actions, and costs 3 qp per 2 dice. This works like detonating an orb ki blast, except it only does direct damage to structures and otherwise it just inflicts knockback. As with an orb ki blast, you can overcharge it, which involves compressing more air and adding more energy. This attack inflicts 10 ft of knockback per 5 ft it pushes those caught in its aoe radius. The knockback is instead 15 ft per 5 ft and the damage to structures is doubled for Sages and Healers.
  - *Light Manipulation:* You can create an orb of qi that emits light like a ki blast but cannot be used as an attack. You can reduce damage from laser weapons by 1 qp per 2 points of damage by enhancing your force field. At high levels, you can also bend laser beams – it costs 4 qp per dice of damage and a reaction to bend a laser within your radial aoe so it misses you and/or hits someone or something else.

- ***Earth Element*:** Supers might learn how to harden the earth under their feet if they are maneuvering on soft or muddy ground – this is a simple form of Earth magic that does not require proficiency. With earth element proficiency, you can also soften or shape earth in order to sabotage structures or disable vehicles or mechs. Very high level supers can use it to create minor localized earthquakes. Most useful to Z Fighters, you can use it to increase your rate of qp regeneration while you are in contact with the earth (but not an elevated floor in a building). Earth element techniques include other useful abilities like being able to neutralize acid, or giving onself resistance to acid (absorb the damage with qp). As with all super qi techniques, earth element techniques cannot typically be used inside another living being. Outside combat, earth magic is commonly used to encourage plant growth.
  - *Fracture Rock or Bend Metal:* Easier to fracture rocks with or without striking them. Can bend metal with qp (use d12s for damage dice), for instance to disable a mech without the proper shielding – but you must be able to touch the metal. 3 qp per dice.
  - *Neutralize Acid:* You can neutralize elemental (magical) acid or mundane acid with your super qi. For instance, you can reduce acid damage by 1 qp per 2 points of damage.
  - *Pothole, Quake, and Sabotage:* You can use a line attack to touch the earth and create a pothole within the range limit capable of disabling a vehicle or mech. The pilot must make a pilot (vehicle) or pilot (mech) check with a DC of *12 + (number of dice used)* in

order to not get stuck or trip. You can cause the earth around you to shake in a radius, which can have multiple effects including forcing mech pilots to make a pilot (mech) check of DC *10 + (number of dice used) + wis* or have their mechs fall and take damage from the fall. You can also use this to damage structures (d12 per dice), mainly using the radius aoe though a line attack could be used against a specific vulnerable point.
  - *Cultivate Plants:* Besides making your garden produce a much larger yield, this can be used to cultivate magical plants for alchemy – including some version of sensu beans if you want those in your game.
  - *Sinkhole:* Typically this is a line attack and requires a full round action. Works like "pothole" but can completely bury a target and not merely trip it. 4 qp per dice for a medium sized target or 6 qp for a large one, and each dice represents 3 ft of depth.
  - *Buried in Sand*: They can try to resist with a dexterity saving throw of DC *10 + (number of dice used) + wis* or else become buried in sand and possibly unable to dig their way out without help. This is only useable in desert areas or very sandy beaches where the sand isn't all super wet. Cone aoe or radial aoe and 4 or 7 qp per dice, respectively.

- ***Earth and Air:*** You can use this to create a dust cloud equal to your radius aoe that obscures vision (-1 ac and attack per dice for ground units). Other uses include using sand as a weapon to blind opponents – they must make a DC *12 + (number of dice used)* dexterity saving throw or be blinded for 1d4 rounds (line or cone aoe). If you also have ***fire magic*** you can use sand as a weapon dealing d4 dice in a cone or line while forcing those without a helmet to make a DC *12 + (number of dice)* dexterity saving throw or be blinded for at least 2d4 rounds (supers can negate the damage with super qi, but if they fail their saving throw they might still be blinded for 1d4 rounds). Using at least 6 dice, you could spend a full round action to create a sandstorm that disrupts your foes' attacks and obscures vision.

- ***Earth and Fire:*** You are better at heating rocks and metals and other forms of earth – you can do this very efficiently with super qi and without needing to use burning qi. Gain powers like *heat metal* from D&D (possibly ruining tech or equipment) or the ability to shape iron without a forge. Control lava flows with your super qi or force lava to harden; may be able to sense volcanic activity. Lava does the same amount of damage as plasma, and having both these proficiencies lets you harmlessly harden it at a cost of 1 qp per 5 points of damage.

- ***Water Element:*** Water element techniques can be used to manipulate water or to turn it into ice. High level supers can create destructive waves to disrupt ships or they can calm the seas within an area of effect. Water element proficiency can also be used to swim faster.
  - *Control Flow:* You can shape water, make it flow differently, and even move it through the air (control a gallon of water per 1 qp per dice). This cannot usually deal damage directly unless you heat the water (which also requires ***Fire*** proficiency) or freeze it. Normally supers can swim at up to half their movement speed (or 20 ft, whichever is higher), but with water element magic they can swim at up to $1/2^{th}$ their flight speed.
  - *Freeze Water:* You can freeze water, for instance to create an ice spike that uses d4s for damage. Trying to freeze water around a target requires at least 4 dice for a medium target or 8 dice for a large one. This requires a ranged touch attack using enough water, and then the target gets a DC *12 + (number of dice used)* strength saving throw as a reaction and then at the start of each round to break free. The target takes 2d6 + wis cold damage each round until they freeze or suffocate after 2 * (10 + con) rounds.
  - *Still/Agitate Waves:* You can calm seas in a radius aoe around you, or try to agitate the ocean to generate waves capable of disrupting small ships. The number of elemental dice

determines how large of a wave you can make (for instance to capsize a ship), or how large of a wave(s) you can cancel out if you are trying to calm the seas.

- ***Water and Air:*** You can condense air vapor into water, slowly evaporate water, or create freezing wind capable of slowing or blinding opponents.
  - *Freezing Wind:* You can use a line attack to target a single opponent or cone to target multiple and attempt to slow them down or blind them if they don't have a helmet (DC *10 + number of dice used + wis* constitution saving throw; supers add half their adjusted level). If they fail their saving throw they are blinded, take -6 to dexterity, and have their movement speed halved for 1d4 + wis rounds. Supers can spend an action or reaction and 15 qp to negate the penalties to movement speed and dexterity.

- ***Water and Fire:*** Two common uses of this are to rapidly turn water into steam or to boil water for tea.

- ***Water and Earth:*** Proficiency with both earth and water can enable a super to use their super qi to turn water into acid, provided they have both water and some earth (organic matter or dirt) to work with. It can also be used to make poison if you take the *Poison Kinesis* technique, or to turn earth into mud.
  - *Acid Splash*: Converting the water into Elemental Acid requires touching it, and at least a cup or so of it is needed per elemental dice. This glowing magical liquid can then be used as an elemental attack, but it is not particularly effective in combat (each dice uses only a d4 for damage but costs 5 qp) unless it is used to blind an opponent. The victim must roll a DC *10 + (proficiency bonus + number of dice used)* dexterity saving throw or neutralize the acid with qp to avoid the blinding effect, which can only be removed with healing or a *cure poison* effect. Earth plus Water magic can also be used to make poison, but that is a specialized high level technique that must be learned separately.
  - *Earth to Mud:* This is usually a radius aoe effect. Provided you have a source of water (even water vapor), you can rapidly turn earth into mud. This requires an action and touching the ground if the earth is already wet, or a full round action or two consecutive actions if it is not. This can be used to make maneuvering difficult, penalizing ground movement by 50% (to a minimum of 5 ft of movement per round) and giving ground units -4 to ac. Units trying to maneuver also must make a DC *5 + (number of dice used)* dexterity saving throw each round they move or trip, requiring an action to get up again (supers with flight can "catch themselves", but then they switch to their flight speed and can't draw extra power from the Earth).

Super Qi Costs and Range Limitations of Elemental Powers

This depends on the effect, but generally: 3 qp per dice for line attacks, 5 qp per dice for cones, or 8 qp per dice for radius aoe attacks. Unless otherwise mentioned, they use dexterity and half the proficiency bonus for the attack roll. Radial effects may require a full round action (or at least two consecutive actions) and a concentration check with a DC depending on the complexity of the spell (DC 15 for something relatively simple, DC 18 for moderately complex, DC 20 for a lot going on, or DC 25 for something very complicated that requires reaching out with your mind). For every *10 ft* past a line attack's range limit, reduce damage dice by 1 (before rolling and doubling for Sages and Healers). For every 5 ft past a cone attack or radial effect's range limit, reduce damage by -25%, up to a maximum of 20 ft past the range limit (every 10 ft up to 40 ft for Sages and Healers).

4. TRANSFORMATIONS AND OTHER ABILITIES

Transformations are classified into three tiers: Tier I (mortal), Tier II (angelic), and Tier III (divine). Artificial supers don't get proper transformations that boost power level, but they might be able to get something simlar that temporarily boosts physical stats or speed such as "overcharge mode". Mechanically, this would be most similar to kaioken.

Transformations all have a minimum power level requirement before they can be learned. You can learn them from other warriors, from sages, or sometimes during combat (see below). You can start learning a transformation at any level, but you can't actually pull off the transformation for the first time until your power level is high enough.

Proper transformations boost effective power level, but not according to the tables given in chapter 4. Instead they boost your "adjusted level" which is used for sensing power level using scouters or psychic perception, and for game mechanics such as some rolls. The improvements are factored into the abilities, and you do not actually increase your character's level while a transformation is active (the exception being Frieza race transformations).

Transforming costs a single action, unless you have the **Instant Transformation** technique. Using a transformation for the first time during combat always requires a full round action**.** After that is just an action with the exception of Tier III transformations, which always take a full round action. You can go from one transformation to another for a reduced qp cost if it says so in the description. The exception is going from MK II, SSJ II or III, SN, or OSS to any Tier III transformation. In this case, as long as you already know the Tier III transformation, you only have to pay half the qp cost to transform even though it doesn't say that in the descriptions.

If you are high enough level but haven't learned a transformation (for instance if there is no one to teach you), you can try to learn it during a high stakes fight, but you must spend a whole round and pass a check using your proficiency bonus and base form attribute modifiers:

- DC 15 con + cha for Berserk I (+3 bonus for Saiyans)
- DC 18 con + cha for Berserk II (+3 bonus for Saiyans)
- DC 20 con + cha for SSJ I (can only use it if Saiyan, part Saiyan, or related lineage)
- DC 25 con + cha for SSJ II (requires Saiyan blood and must know SSJ I)
- DC 30 con + cha for SSG or Beast Form (requires Saiyan blood and SSJ II or MK II)
- DC 28 con + wis for Super Namekian (must be a Namekian)

Kaioken I and and MK I can only normally be learned through practice, and usually require a teacher. You can learn the second level versions during a fight, however. If your character has god ki and is high enough level, they can learn a Tier III transformation during combat as well:

- DC 15 con + cha for Kaioken II (must know Kaioken I)
- DC 23 cha + wis for Magic Kaioken II (must know MK I)
- DC 30 cha + wis for God Forms and other Tier III forms not already mentioned

If you fail the check, you lose the qp and must wait 2d4 turns before you can try again.

List of Main Transformations

Tier I (mortal) transformations include:

- **Berserk I (requires level 3, Saiyans are better at it)**
- **Berserk II (requires level 5, Saiyans are better at it)**

- **Kaioken I (requires level 5 and special training)**
- **Kaioken II (requires level 7 and Kaioken I)**

Tier II (angelic) transformations include:

- **Magic Kaioken I (requires level 11 and special training)**
- **Magic Kaioken II (requires level 15 and MK I)**
- **Super Saiyan I (requires level 11 and Saiyan blood or related lineage)**
- **Super Saiyan II (requires level 15 and SSJ I)**
- **Super Namekian (requires level 17)**
- **Oozaru Super Saiyan (requires level 19 and SSJ II)**
- **Buff Transformation (requires level 9)**

Tier III (divine) transformations include:

- **God Ki Kaioken (requires level 21 and having unlocked god ki)**
- **Super Saiyan God (requires level 21 and SSJ) and Beast Form (requires level 21, SSJ, and Saiyan hybrid)**
- **God Ki Magic Kaioken and Super Saiyan Rose (these require level 21 as well)**
- **God Forms (these require level 25 and there are good, neutral, and evil versions)**

Both the Tier I transformations work primarily by boosting power level. **Kaioken** works in part by increasing the absorption and circulation rate of super qi; it stresses the body and costs hp each round. **Berserk** uses anger to boost power level at the cost of making the user reckless (it lowers defense). It is only maintainable for a few rounds, and the user is fatigued afterward.

Some races have specific Tier II transformations built into their energetic blueprint. This includes **Super Saiyan**, **Super Namekian**, and possibly the **buff transformation** that Master Roshi uses. These transformations boost power level and are more stable than Tier I transformations, and they might have other characteristics (Super Saiyan boosts charisma, or "psychic potency", for instance). The "buff transformation" is useable by any race, and includes a physical transformation.

Magic Kaioken is a transformation that is useable by all races capable of channeling super qi, though Saiyans in particular may have difficulty learning it due to the fine qi manipulation required. Instead of just boosting power level directly, it is dependent on the user mastering their energy body in order to raise their vibrations and get more energy flowing. It boosts magic as well as ki, and the aura is unique for every individual (blue is common, and it can't be white or black). There is a Tier III version of Magic Kaioken that looks like SSB from Dragon Ball Super.

While Saiyans tap into righteous anger or ego to boost power level for their Super Saiyan transformations, the Super Namekian transformation (Orange Piccolo in canon) works differently. It requires clairvoyantly tapping into and merging with the wisdom and knowledge of their race, using it to pull out hidden reserves of power. The aura is usually a sparkly orange.

The lowest Tier III transformation is **God Ki Kaioken** (Super Saiyan God in *canon*) – it works like Kaioken but with god ki so it doesn't damage the user. **Super Saiyan God** (my version) is a Tier III transformation that is only available to those with Saiyan blood. It directly boosts power level and strength and gives some reality warping powers. This transformation has a *silver aura* with lots of sparks. **Beast Form** is a Tier III transformation available to Saiyan hybrids only, and it combines aspects of SSG and other Tier III forms. This form usually has a silvery white aura.

God Forms are the most powerful combat transformations with different versions based on cosmic alignment. The version for "good" aligned warriors looks like Ultra Instinct with a bright white aura; the form for self-serving warriors looks like Ultra Ego with a violet aura; evil characters will have an inky black aura. These transformations supercharge both magic and ki and they give the user different types of reality warping powers based on the character's alignment and class.

For more detail about specific transformations, see **Transformations** in chapter 6.

Final Note on Transformations and Power Levels

Very high level characters should be very rare – they are either elites who gravity train all the time or rare warriors who have survived many battles. In addition to transformations, the fusion technique is still important or else there is no way to fight back against a much higher level opponent. Fusion is still extremely powerful at higher levels but not as powerful as if the rate of dense body and ATR and other abilities kept increasing at the same rate as before the 2500 power level mortal limit. Also, fusion only lasts a few minutes and you can only use Tier I or Tier II transformations while it is active. So, fusion gives weaker characters a fighting chance without completely nerfing high level characters.

When using Tier III transformations, you get some enhanced reality warping ability. This usually involves a form of psychic manifesting, such as the ability to create weapons made of super qi. Tier II and Tier III Saiyan transformations give a large boost to charisma (associated with reality warping ability), and Saiyans already naturally tend to have a stronger force of personality, so they can use "blur" magic while transformed as opposed to more traditional magical reality warping or psychic manifesting. It is called "blur magic" because it blurs the lines between fantasy and reality, or something.

The transformations from this section are mainly for regular player characters. Chapters 6 and 7 describe Frieza race transformations, and artificial super "pseudo-transformations". You can easily use the detailed descriptions and rules in the **Transformations** section in chapter 6 as templates for custom transformations.

Sages and Healers

1. MAIN ABILITIES

Unless it says otherwise in this section, Sages and Healers get the same main abilities as characters using the Z Fighter template. Their ki blasts are weaker (not including ki wave, since that doesn't use burning qi), but they get the ability to heal injuries using qp and they tend to be better at elemental magic. They can learn elemental magic even if they do not have a magical lineage, but maybe still not other forms of magic. Full blooded Saiyans usually cannot choose this class due to the mental discipline and calm required.

- *Hit points:* 16 + con per level
- *Super Qi Points:* you get 12 + cha + wis qp per level.
- *3 + int skills at level 1, plus concentration:* All sages or healers must spend hours in meditation, so they automatically start out with the concentration (wisdom) skill. In addition, they start out with 3 + int skills from: knowledge: metaphysics (intelligence), insight (wisdom), perception (wisdom), medicine (intelligence), arcana (intelligence), alchemy (wisdom), knowledge: divine (intelligence), knowledge: aliens (intelligence) or other skills you want to be available to this character (particularly knowledge skills). Proficiency in medicine gives a +2 synergy bonus when using the heal skill (heal is a wisdom based skill that is granted automatically at level 3).

- *Proficiencies*: Can use your full proficiency bonus with unarmed strikes, ki blasts, and melee weapons. Elemental magic uses the full proficiency bonus and so do magical attacks as well as other abilities unless it states otherwise.
- *Saving Throws:* Get proficiency with charisma and wisdom saving throws, and half proficiency with saving throws for physical attributes and intelligence.
- *Dedication:* You have devoted your life to service of the greater good and to becoming holy. This allows you to learn various abilities such as healing with qp, but your ki blasts are weaker (you deal half damage with them compared to Z Fighters). You can't use the Berserk or Super Saiyan transformations. Also, since you are less focused on combat, you don't get the additional bonuses to attack at levels 5, 15, and 21 that Z Fighters get.
- *Astral Projection at level 1:* Sages learn to rely on this ability and can explore the real world and spirit worlds in their astral body. They can instantaneously return to their bodies if they encounter danger, or can use *rebuke undead* to banish unfriendly spirits they encounter.
- *Rebuke undead or demon at level 2*: While traveling the spirit realm in your astral body or dealing with a troublesome entity haunting the material plane, you can roll *proficiency + wis + cha* against a spirit, demon, or other astral entity's *wis + cha*. If you succeed, it is banished and must flee and avoid you for 1d4 hours. In order to make a spirit or entity avoid a person or location, you may need to also use some kind of divine focus or talisman (requires a DC *10 + (half the entity's level)* **knowledge: divine** check to figure out what is required). If dealing with a physically manifested demon, undead, or possessed person, you can spend 2 qp per level of the entity to use this ability to debuff it and give it a -4 to proficiency checks and ac for 1d4 + cha rounds. If you win by 10 or more points and the target's level is not higher than yours, you can banish the target back to the spirit realm or underworld (banishment destroys an undead's physical body). Powerful spirits, demons, or undead can use their proficiency bonus for the opposed roll, while weaker ones can only use wis + cha.
- *Heal skill at level 3:* You gain proficiency with the **heal** skill and can use it for supernatural healing. You get dice to use for healing based on your level, as shown in the table below. You can spread these dice out over a single encounter. Each attempt at healing takes at least a full round action. You can spread out the healing dice over multiple rounds in order to get more bonus from wis, but you must make a DC 15 healing check each round or else fail the attempt and lose the qp and dice you spent. Healing costs 2 qp per dice used. In order to restore your healing dice, you must rest or meditate for at least an hour.
  - Get *remove poison* at level 6. Healing a poison costs a healing dice and requires a DC (12 + *1 per point of attribute damage*) heal check. At level 13 you get a +2 bonus to your heal checks to remove poisons, and at level 18 you get another +2 bonus. This also works against Shadow school debuffs that reduce attribute points.
  - Get *remove disease* at level 11. It requires a heal check (DC 12 for the common cold up to DC 25 for an advanced bioweapon or powerful supernatural affliction) and 1d4 hours of study and meditation outside combat. At level 18 you get a +2 bonus to your heal checks, and making a heal check only takes 1d4 * 15 minutes outside combat. This power also works against "dark afflictions" that aren't considered poisons.
  - Get *remove curse* once per week at level 18. At level 23, you can attempt to remove a curse once per day. Proficiency in **knowledge: metaphysics** and **knowledge: divine** each provide a +2 synergy bonus to the heal check. Heal DC is based on strength of the curse (DC 15 for a weak curse from an irritated witch, or up to DC 30 for something extreme). Removing a curse might sometimes be more complicated than a single heal

check, but a successful check will at least enable you to learn what must be done.

- *Expertise at level 3:* Like all classes, Sages or Healers can learn a new technique, transformation, feat, skill, or get +1 to a single atribute at level 3 and each odd level after that. However, in place of learning a new skill, they can gain expertise in a knowledge skill once or twice. This gives 1.5x or double their proficiency bonus with that skill.
- *Concentration expertise at level 4:* Sages or healers spend so much time in meditation that they become extremely good at focusing their minds and controlling their thoughts. They get 1.5x their proficiency bonus on concentration checks.
- *Clairvoyance at level 5:* Instead of scrying like witches do, they can just tap into the world's energy network and be aware of things, or communicate with allies on other planes. Totally up to the game master how to handle this.
- *Extended Lifespan at level 8:* Beyond just having a super qi lineage that grants a longer lifespan, powerful Sages and Healers learn to slow down their aging process. Since they are not always training and using transformations, and instead purifying and conserving their energy, their aging slows down as they gain power. At level 8, they age at half speed; at level 15 they age like a decade is 1 year; at level 21 they barely age at all so that half a century is like 1 year; at level 25 they age imperceptibly so a century is like 1 year.
  - Due to their extended lifespan, Sages and Healers can learn an additional intelligence or wisdom based skill every decade for free or gain expertise in a specific knowledge skill. They automatically gain +1 wisdom per every 50 years of life or so, but their base wisdom is still capped at 20 points. It is also possible that they forget previously learned skills or expertise.
- *Teaching:* They can teach Z Fighters new techniques or transformations, provided the Z Fighter has a high enough level. A Z Fighter can start training before they are high enough level, but they can't gain the ability until they meet the prerequisites. In order to teach a technique or transformation, they must be high enough level to use it themselves and they must have the **knowledge: metaphysics** skill. To teach spells or magical techniques they must have **knowledge: arcana**, and to teach specific techniques like radiant ki blast or Tier III transformations that use god ki, they must have **knowledge: divine**.

Main Abilities for Sages and Healers (Where Different From Z Fighter)

Level (Power Level / 10)	Healing Dice Per Encounter	Ki Blast Dice	Ki wave Dice and Range (cone aoe)	Elemental Attack Dice; Line, Cone, or Radius	Other Abilities
1	N/a	N/a	N/a	N/a	Astral projection
2	N/a	1dx + wis + cha	1d4 + wis + cha, 10 ft	1dx + cha + wis; 160 ft, 15 ft, 10 ft	Rebuke undead or demon
3	1d6 + wis				Heal and Expertise
4	2d6 + wis	2dx + wis + cha	2d4 + wis + cha, 10 ft	2dx + cha + wis; 160 ft, 25 ft, 15 ft	Expertise: concentration and Reliable Telekinesis

5	3d6 + wis				Clairvoyance
6	3d6 + wis	3dx + wis + cha	3d4 + wis + cha, 15 ft	3dx + cha + wis; 160 ft, 35 ft, 30 ft	Remove poison
7	4d6 + wis				Elemental mastery i
8	5d6 + wis	4dx + wis + cha	4d4 + wis + cha, 15 ft	3dx + cha + wis; 160 ft, 35 ft, 30 ft	Extended lifespan
9	6d6 + wis				
10	6d6 + wis	5dx + wis + cha	5d4 + wis + cha, 20 ft	4dx + cha + wis; 160 ft, 45 ft, 35 ft	
11	7d6 + wis				Remove disease
12	8d6 + wis	6dx + wis + cha	6d4 + wis + cha, 20 ft	5dx + cha + wis; 160 ft, 50 ft, 40 ft	
13	9d6 + wis				+2 to Remove poison
14	9d6 + wis	7dx + wis + cha	7d4 + wis + cha, 25 ft	6dx + cha + wis; 160 ft, 60 ft, 50 ft	
15	10d6 + wis				Elemental mastery ii
16	11d6 + wis	8dx + wis + cha	8d4 + wis + cha, 25 ft	6dx + cha + wis; 160 ft, 60 ft, 50 ft	
17	12d6 + wis				
18	12d6 + wis	9dx + wis + cha	9d4 + wis + cha, 30 ft	7dx + cha + wis; 160 ft, 65 ft, 55 ft	Remove curse 1/ week and +2 to Remove poison and disease
19	13d6 + wis				
20	14d6 + wis	10dx + wis + cha	10d4 + wis + cha, 30 ft	8dx + cha + wis; 160 ft, 75 ft, 65 ft	Elemental mastery iii
21	15d6 + wis				
22	15d6 + wis	11dx + wis + cha	11d4 + wis + cha, 35 ft	9dx + cha + wis; 160 ft, 90 ft, 75 ft	
23	16d6 + wis				Remove curse 1/ day
24	17d6 + wis	12dx + wis + cha	12d4 + wis + cha, 35 ft	9dx + cha + wis; 160 ft, 90 ft, 75 ft	
25	18d6 + wis				

2. ADDITIONAL PSYCHIC AND SPIRITUAL ABILITIES

Unless stated otherwise, Sages or Healers get all the same abilities as Z Fighters from **2. Ki Blasts**, **3. Psychic Powers, Step/Teleport, and Elemental Magic**, and **4. Transformations and Other Abilties**. The only exceptions are:

- ***Reliable Telekinesis*** *at level 4*: Sages or Healers cannot fail their concentration check on a 1 when using controlled telekinesis. They are also more efficient at using controlled telekinesis, so they get double the range with it (the power available goes down by half every 20 ft from adjacent squares). It still cannot be used within another living thing's body. At this level they also gain expertise in the concentration skill, and get 1.5x their proficiency bonus when using it. Expertise in concentration cannot be taken a second time.
- ***Elemental Mastery****:* At levels 7, 15, and 20 the Sage or Healer gains proficiency with one form of elemental magic or they can learn an elemental magic technique (i.e. Storm avatar or Poison Kinesis). If they already have proficiency with all four forms of elemental magic, they can learn any other technique or transformation. Also, Sages or Healers use their full proficiency bonus for offensive elemental spells or other elemental effects.
  - *Extra Damage and Extended Range with Elemental Effects:* After rolling to determine damage with an elemental attack, double the result before applying the damage to a target (except don't double extra damage from crits). Sages and Healers also have double the range for line attacks and 1.5x the aoe or radius for cones and radial effects.

5. NON-SUPERS CLASSES AND HOMEBREW RULES

Non-supers usually only get 12 levels and they usually have a lower base hp per level unless they are in a mech or power suit or something. This setting draws from 5th edition D&D, but magic is hidden from most humans, and in general it has a more futuristic sci-fi fantasy theme.

RACES

Humans get a bonus skill (from all available skills provided it makes sense – for instance most regular humans would not be able to start knowing the "arcana" or "alchemy" skills) at level 1 and can have any ability scores.

Beast men might lose the bonus skill but get a +2 bonus to an attribute, and gain some special ability like an enhanced sense of smell or the ability to see in low light.

Humanoids with a supernatural or alien lineage may also live among humans, though they would have to hide. Even if they don't have super powers, they might have some minor magical quirks or psychic powers.

ABILITIES

Usually capped at 18.

SKILLS

Non-exclusive list: athletics (strength), acrobatics (dexterity), computer use (intelligence), repair (intelligence), security (intelligence), biohacking (intelligence), stealth (dexterity), sleight of

hand (dexterity), pilot: mech (dexterity), pilot: vehicle (dexterity), arcana (intelligence), alchemy (wisdom), divination (wisdom), culinary arts (intelligence or wisdom), perform: specific instrument (charisma), persuasion (charisma), intimidate (charisma or strength), deception (charisma), knowledge: nature (intelligence), knowledge: history and current events (intelligence), knowledge: science (intelligence), knowledge: super science (intelligence), knowledge: metaphysics (intelligence), survival (wisdom), medicine (intelligence), insight (wisdom), investigate (intelligence), perception (wisdom), concentration (wisdom), knowledge: general/college educated (intelligence)

You could incorporate any number of other skills, in particular knowledge skills. For instance, something like **knowledge: galactic politics** for a high level Kai.

You get a bonus skill for every point of intelligence modifier you start out with. With an intelligence of 8 or lower you lose a skill, and at 6 or lower you lose two skills.

A pilot without proficiency or familiarity gets a -4 penalty to their checks, but you can eliminate this with 1+2d4-int minutes of instruction on how to pilot the specific mech or vehicle. If you get less than 1 on a piloting check, you are likely to crash (or fall if using a mech). Pilots with proficiency still take a -4 if they have to pilot a vehicle whose controls they aren't familiar with, but once they pass a DC 10, 12, or 15 intelligence saving throw (based on the complexity of the controls and type of vehicle) this penalty goes away.

TECH

See Chapter 3 and watch Dragon Ball or other sci-fi to get an idea of what to do here. You could use d20 Modern, 5e Star Wars, or other supplements to figure out the stats for modern and futuristic tech. This setting also includes blasters (not the same as a laser!) and force field armor based on super science, advanced biotech, super advanced AI's, and all sorts of other high tech devices. Biotech and AI's are likely to be regulated by governments, but combining them with super science allows for a fantastic sci-fi fantasy setting where almost anything is possible.

MAGIC AND PSYCHIC ABILITIES

Some can use magic, but it is hidden from most mortals. Also, it is very weak without super qi (qp). Witches and channelers can rely on magical energy (mp) instead, but it is a scarce resource requiring use of magic crystals and focuses or assistance from other mp users. Humans usually don't have psychic powers unless they are a mutant or have some non-human ancestry. However, there are multiple ways they could gain some psychic ability, including: exposure to magic, bioengineering or implants, or by advancing in the Witch/Channeler class.

5e HOMEBREW CLASSES

The **proficiency bonus** for all these classes starts at +2 at level 1, then goes up to +3 at level 5, +4 at level 7, and +5 at level 11. Abilities such as "expertise" allow a character to gain double or triple the proficiency bonus. This game mechanic works mostly the same as in 5e.

In general these characters have way less hp because non-supers are squishy. Hp for non-supers represents story importance and general aptitude in combat, as opposed to power level and dense body like it does for supers. Mechs and power suits can make a non-super capable of going toe to toe with a super, but this tech is likely to be expensive and regulated by governments. High tech gear can generally make up for a non-super's squishiness, so pursuit of money and equipment is just as important as increasing level.

Super Scientist

- 4 + con hp at level 1, 2 + con after that
- Proficiencies: one handed projectile weapons like pistols or blasters and specific super science gadgets including power suits (obtaining a power suit requires crafting one or buying one for millions of zeni) and light armor
- Gets *knowledge: science* plus 3 + int skills at level one, from: computer use, repair, security, biohacking, knowledge: metaphysics, pilot: mech, and pilot: vehicle. Piloting relies on dexterity, while the other five skills rely on intelligence. Without training, you generally can't use repair, computer use, security, or biohacking when the DC is more than 15. Also, without proficiency you take a -4 penalty to checks with those skills (ability modifiers still apply). Piloting a mech without proficiency means you don't get proficiency bonus with its attacks and take a -4 penalty to armor class.
- Saving throws: intelligence, dexterity
- Gets *knowledge: super science* and the *Inventor* ability at level 2. Inventing and/or crafting tech requires enough money and/or materials as well as proficiency, though a super scientist can use scrap from destroyed mechs or other tech to fulfill these requirements (salvaging requires a successful repair check). **Knowledge: super science** is required for anything that uses magic crystals or "exotic" materials that aren't made from normal elements; every 5 points you have gives +1 synergy with super science invention skills. Proficiency in knowledge: metaphysics gives +2 synergy bonus with knowledge: super science. Collaboration with advanced AI systems can also be used to increase your skills for crafting purposes (up to +6 for an AI that is specialized, or less than that for more generalized AI's), though they are likely to be very expensive and regulated. Most super science endeavors require multiple super scientists and AIs as well as enough time and materials. The following requirements for crafting and using super scientist skills depend on one or more skills (computer use, repair, security, biohacking, or knowledge: science), but it is ultimately up to your imagination.
  - Very easy requires 2 skill points (proficiency plus ability modifier plus synergies):
    - Writing basic code with the help of AI
    - Follow instructions to build a computer or assemble a robot
    - Bypass a security measure using the approriate tool
  - Easy requires 5 skill points:
    - Writing highly sophisticated math intensive algorithms or designing an operating system with the help of an AI
    - Salvaging a typical droid or mech
    - Assembling and soldering a complex circuit board you designed
    - Synthesize useful chemicals including stims for combat or to enhance healing
  - Moderate requires 8 skill points
    - Help design and construct a mech, super science weapons such as blasters, or powered armor
    - Biohacking to permanently improve an attribute by 1 point but at the cost of your

pee turning blue, or to craft injectables with useful effects (super science "potions")

- Hard requires 10 skill points
  - Create really powerful mechs or military tech (with the help of other scientists and AI)
  - Create powered androids, but not very strong ones
- Moderately Hard requires 12 skill points:
  - Create a power suit that lets you fight Yamcha
  - Create an artificial implant that gives the user the power of Tien, but they age at twice the rate and gradually lose their sanity
- Very Hard requires 15 or more skill points:
  - Build a time machine using time crystal tech and other super science (takes years)
  - Make a bioengineered super like Cell (requires extremely advanced computer and AI assistance and takes many years while remaining in hiding) or powered androids capable of going up against Super Saiyans

- Can learn a new skill or improve ability scores (+1 to any stat) or take a feat at levels 3, 5, 7, 9, and 11
- Gain expertise in a chosen super science related skill, doubling the proficiency bonus (gets this at levels 2, 4, 8, 10, and 12 and can take it twice to triple the proficiency bonus): computer use, repair, security, biohacking, knowledge: science, knowledge: super science, or pilot (mech or power suit). Can't take this more than twice for a particular skill.
- Power suits have their own stats and attacks built in and but still use the super scientist's proficiency bonus (unless they are programmed with an ai to assist with combat, which would require a lot of money and expertise in the computer use skill to craft)

Super science skill descriptions:

computer use: computer science, programming, computer hardware, basic IT, used for crafting endeavors involving computers

repair: salvage from robots and mechs and other forms of tech, fix broken tech, used for crafting endeavors that involve mechanical and electrical engineering

security: use security tools to bypass all sorts of high tech security measures, or crafting such tools

biohacking: use biotech devices and know-how to do all sorts of things that should be illegal such as installing various types of implants, used for crafting endeavors that involve bioengineering or advanced chemistry such as crafting biotech "potions" or injectables. Biotech devices and knowledge databases are likely to be tightly controlled by the government

knowledge (science): general STEM knowledge including basic chemistry, physics, biology, astronomy, and mathematics

knowledge (super science): understand how to integrate magic crystals into technology, know about how to work with exotic crafting materials that exist in the world of Dragon Ball

knowledge (metaphysics): might know about supers, magic, or other planes of existence

Soldier

- 8 + con hp at level 1, 4 + con after that
- Proficiencies: military firearms and simple weapons, as well as light and medium armor
- 2 + int skill proficiencies: from athletics, knowledge: military, survival, intimidate, medicine, repair, pilot: mech, or pilot: vehicle
- Saving throws: constitution and dexterity
- Gets a *marksman i/ii/iii* at levels 4/8/12 that give +1/+2/+4 to attacks with firearms
- Can "aim" for a full round with a firearm, making it so any attack actions you take against the target on your next turn use double your proficiency bonus
- Can use cover; while taking cover you can't be hit provided the cover is damage resistant enough and physically blocking the line of sight from any firearms, but as soon as you attack you become vulnerable until your next turn. Retain a +6 to ac but take -6 to attack.
- *Tactics i/ii*: get this at levels 3 and 7. If another soldier (at least one) allied with you who has this feat is attacking the same enemy, you get either a +1 or +2 to attack and either a +1 or +2 to ac against that foe, based on *your* level. These bonuses only apply once.
- A feat, skill, or ability score increase at levels 3, 5, 7, 9, and 11
- Extra attack with projectile weapons only at levels 5 and 11

Spies, Infiltrators, and Bounty Hunters

- 6 + con hp at level 1, 3 + con after that
- Gets 3 + int skills at level one, from: acrobatics, deception, persuasion, sleight of hand, stealth, computer use, security, knowledge skills, investigation, insight, perception
- Proficiencies: hand held firearms, blasters, and laser weapons, as well as light armor
- Saving throws: intelligence, dexterity, and charisma
- *Sneak attack* at level 1: +1d6 at levels 1, 4, 7 and 10 up to +4d6. Requires attacking from stealth while within 30 ft, in melee when your foe is under attack by another adjacent unit, or otherwise when you have advantage against your foe and are within 30 ft.
- Gets expertise in stealth, sleight of hand, security, deception, persuasion, or investigate at levels 1, 6, and 11 (can take a skill twice to get triple proficiency)
- Can aim and use cover like the soldier (see above)
- Extra attack with projectile weapons only at level 5
- A feat, ability score increase, skill, or new language at levels 3, 5, 7, 9, and 11

Monks and Martial Artists

- 10 + con hp at level 1, 5 + con after that
- Gets 2 + int skills at level one, from: knowledge: metaphysics, acrobatics, athletics, insight, concentration, intimidate, or perception. Monks get concentration proficiency automatically and can get proficiency in the heal skill, which gives synergy (proficiency + wis) to a target's constitution checks to recover from injury, poison, or disease.

- Proficiencies: unarmed attacks, grappling, as well as simple weapons or specific martial arts weapons. Attacks with a melee weapon against unarmed non-supers still get advantage. Proficiency with grapple gives you the proficiency bonus for both the initial melee touch attack (uses strength or dexterity bonus) and the actual grapple checks after that. Initiating a grapple provokes an opportunity attack, but the ***Wrestler/Grappler*** feat can help with that.
- Saving throws: strength, dexterity, and constitution. Monks also get wisdom proficiency. Athletics proficiency grants a +2 bonus to strength saving throws while acrobatics proficiency grants a +2 bonus to dexterity saving throws. Characters can add their DR bonus from *iron body* to constitution or strength saving throws to resist being stunned or KO'ed.
- *Martial arts* at level 1: You have learned a martial art that suits your body type. This is reflected in your weapon proficiencies. Unarmed attacks deal 1d4-1 base damage plus your strength modifier, and they threaten a critical hit on a roll of 20 for 2x damage. On a critical hit or if you land a blow with advantage due to surprise, an opponent without head protection must make a *DC 10 + str + dex + bonus damage* strength saving throw or be knocked unconscious for 1d4 minutes. This does not work against supers, and the total DC must be 10 or higher for this to work against anyone.
  - You always add str to damage, but can add dex to attack instead if it is higher than str.
  - You can add your constitution modifier to ac against other unarmed combatants, but not against supers. If you move at least 5 ft when attacking, you get +1 to your attack roll. If you use a reaction to move at least 5 ft when defending you get a +1 to dodge ac.
  - *Grappling:* The person who initiates the grapple has the "advantageous" state. The one in the advantageous position can try to attack or use a joint lock or headlock. If they want to attack their opponent with a joint lock or attack with an unarmed strike or light weapon, they must win an opposed grapple check. If they succeed, they can attack their opponent with advantage with an unarmed strike or light weapon. If they lose, their opponent can make a grapple check on their turn to gain the advantageous position. It takes three consecutive successful grapple checks to put someone to sleep or two to damage a joint (can't use the affected limb and take -4 to proficiency bonus if it involves the limb, and if a leg is affected it also halves movement speed and gives -4 ac).
  - *Throw and Disarm:* Landing a grab requires a successful unarmed touch attack using half your poficiency bonus against your opponent's touch ac. They get an opportunity attack against you, but if you succeed you can do a judo style throw or attempt to disarm them of their weapon. The throw requires winning an opposed attack roll and does 1d6 + str damage (or double that for supers because of super strength). Disarming requires winning an opposed attack roll at -4. If you win by 5 or more points, you gain control over the weapon. If you lose by 5 or more points, your opponent gets a free attack against you with it. You can also use a reaction to grab without provoking an opportunity attack if your opponent attacks and misses your touch ac by 5 or more points.
  - *Push*: If you move 5 ft or more and then push your opponent with your hands or feet, you can knock your opponent back. If you can hit your target's touch ac using half your proficiency bonus, roll a strength check against your opponent's strength or dexterity saving throw. If you win, your opponent is knocked back *(str + bonus melee damage) * 5 ft* (min 5 ft, max 20 ft) and might be knocked prone (DC 15 dexterity or acrobatics check; martial artists get +3). If you lose by 5 or more points, you are knocked prone.
    - *Skipping Side Kick:* A skipping side kick does damage as well as knockback. Use double *(str + bonus melee damage)* for calculating damage. This technique requires

practice, a dexterity of 13 or higher, and a compatible fighting style. You can't use it in the same round as flurry of blows. -4 to ac until your next turn if you miss.

- *Bull Rush:* If you move with your opponent after pushing them, you can push them as far as the rest of your remaining movement for the turn (not including dash). However, every 10 ft of movement requires another opposed roll.

- *Trip or Knockdown:* Knocking your opponent prone is based on using a suitable technique when your opponent is vulnerable. This could be a kung fu style sweep with the leg, it could be a push when your opponent is off balance, or it could be a judo style tripping technique. Make a regular attack with half your proficiency bonus, which provokes an opportunity attack. If you hit, you don't do damage but you knock your opponent prone if they can't beat your roll using their strength saving throw or their dexterity saving throw. If you win, they are knocked prone and take 1d4 damage unless they also have martial arts training. Melee attacks against a prone target have advantage. A target with the acrobatics skill can attempt a DC 15 check to fall into a roll and avoid being knocked prone (martial artists get a +3 to the check). Standing up from prone uses a move action normally and provokes an opportunity attack but can be a bonus action (and no opportunity attack) on their turn if they have proficiency in the acrobatics skill. You can use trip or knockdown as a reaction if your opponent misses your touch ac by 5 or more points. In this case, your opponent doesn't get an opportunity attack.
  - *Trip with a staff:* If you have a staff, you can trip using your full proficiency bonus.
- *Disarm with a weapon:* You can disarm with a weapon too, for instance by attacking the hand or forearm. You attack is at -4 and it provokes an opportunity attack. You only do damage against an unarmored hand or forearm. They must make an opposed attack roll, and must drop their weapon if you win. It requires a move action or a regular action to pick up the weapon, but this provokes an opportunity attack if within melee range. Someone can use an action to kick the weapon 1d4 * 5 ft away if no one retrieves it first.

- *Knockout blow* and *power attack* at level 2: Once per round you can throw a very powerful punch or kick, but you use half your proficiency bonus. This blow gets double *(str + bonus melee damage)* to damage and to the DC to resist being knocked out, and it threatens criticals on a 19 or 20 with your unarmed strikes. However, you can't use this with flurry of blows and you take a -2 penalty to ac against your opponent until your next turn. Supers who are higher level than a non-super that land a blow to the head (-4 to hit) or a critical hit automatically KO them unless they have protection or *iron body*. *Power attac*k lets you do an extra powerful swing with a melee weapon that uses half your proficiency bonus but adds double *(str + bonus melee damage)* to damage and has double the critical threat range at the cost of -3 ac against your opponent until your next turn. You cannot use this with flurry of blows either. Both techniques require a strength score of 13 or higher.
- *Conditioning i/ii/iii*: at levels 2/6/10 can get a +1 bonus to strength, dexterity, or constitution
- *Stunning blow* at level 3: You can target a vital area to stun an opponent if you can land an unarmed attack at -4 and they are wearing light armor or no armor. This stuns them if they fail a *DC 10 + str + dex + bonus damage* constitution saving throw (max DC 20), and they lose their turn. However, it provokes an opportunity attack unless you have surprise or advantage or if you are using stunning blow for an opportunity attack or counterattack. Supers and *iron body* users can add half their adjusted level to the saving throw.
- *Counterattack* and *grab* at level 4: If an attack misses your touch attack ac by 5 or more points, you can use your reaction for a counterattack or grab. A counterattack is with an

unarmed strike or your main hand weapon. A grab requires a melee touch attack and lets you throw or disarm. The ***Jiu-Jitsu Expert*** and ***Counterpuncher*** feats can be helpful here.

- Gets *flurry of blows* and *extra attack* at levels 3 and 5: When attacking with a martial arts weapon or an unarmed strike, you can get a bonus unarmed strike (you get this bonus action each turn). At level 5, you get an additional extra melee or unarmed attack action.
- *Awakening* at level 6 (monk or special training only): You have awakened your energy body through energy work and you get a permanent +2 to constitution.
- *Tiger's paw* and *Iron Body* at levels 7 and 9 (monk or special training only): You have mastered your energy body as well as undergone intense training; your base unarmed damage is now 1d6 + str and you get +2 bonus melee and unarmed damage. At level 9, you get DR 4 vs bludgeoning damage. At level 11, bonus damage and DR increase by 2.
- *Still mind* and *High Jump* at level 8 (monk or special training only): You have advantage on concentration or wisdom checks to resist enchantment effects (like Bobbity's magic or a love potion) or to block supers or magic users from reading your surface thoughts. You get double vertical and horizontal jump distance at level 8, and triple jump distance at level 10.
- *Combat Reflexes* at level 11 and *Aging Master* at level 12: You get one extra reaction at level 11, the culmination all your fighting experience and training, and monks or martial artists with special training also get *uncanny dodge*. At level 12, you can add wis to ac against unarmed or melee attacks (and unarmed touch attacks) as long as you are aware of them, but due to the stresses on your body from your lifestyle you take a permanent -1 to one of your physical attributes (your choice, or roll to determine).
- A feat, ability score increase, or extra skill at levels 3, 5, 7, 9, and 11

Witches and Channelers

- 6 + con hp at level 1, 3 + con after that
- 4 + cha + wis mp per level starting at level 2; unless you have a supernatural bloodline, storing mp requires attunement to crystals and channeling magic usually requires a focus
- Gets 3 + int skills at level one, from: knowledge: metaphysics, arcana, alchemy, insight, persuasion, deception, and divination
- Proficiencies: magical effects or spells if they have any
- Saving throws: wisdom and charisma
- *Alchemy* at level 1: You can brew potions if you have the **alchemy** skill. These could sometimes work similarly to pharmaceuticals, but they are also capable of magical effects. The potion's effects and power depend on the recipe and the ingredients. You can get a +2 synergy bonus if you have proficiency in the arcana skill. Knowledge: nature can help you locate non-magical ingredients. Here are some suggestions for potions:
  - Easy requires 2 skill points (proficiency plus ability modifier plus synergies): Examples might include a love potion that amplifies the unknowing imbiber's infatuation or interest, but doesn't outright make them in love or obsessed. Or a potion that helps you enter a trance and interact with the spirit world, like ayahuasca but better because it is based on magic.
  - Medium requires 4 skill points: A potion that makes you heal faster during rest, or can gradually reverse the effects of ability damage. Or a potion that temporarily gives you

+2 to one attribute and -2 to another. Or +4 to one and -2 to two others. You get the idea!

  - Hard requires 6 skill points: A potion to make you change shape temporarily, but it requires one or more hard to find ingredients. A potion that heals 3d4 points of hp damage, but it takes a few hours to work. A potion that can reverse the effects of a curse, but it requires a super hard to find ingredient.

- *Channel magic* and *concentration* proficiency at level 2: You can use magic, but it requires attunement to a special crystal and the use of a focus object to channel it. You can use telepathy and have a form of telekinesis that relies on your crystal and focus object, and you can eventually learn other forms of magic. See the **Psychic Powers, Elemental Magic, and Step** table under the **Z Fighter** class description – you can use those powers but at half level (so at level 12, you get the psychic power level of a 6th level super), except this class doesn't gain access to step or teleport. Obtaining stronger crystals or better focuses can allow you to store or channel more energy to fuel magical effects or rituals (you can get a bonus to mp or amplify spellcasting in other ways based on the quality of the crystal or focuses you use). You can recharge 10% of your mp with a DC 15 concentration check (an action), or 20% with a full round action and a DC 18 concentration check.

  - *Spells:* You can adapt these from 5e D&D or anywhere else, but you might need to weaken them and make sure they are appropriate. If using 5e spells, spell cost could be *(spell level + 1) * 4* mp. For 5e D&D spells, you can cast spells up to spell level *(your level – 2) / 2*. It costs *(spell level + 1) * 10* experience points to learn a new spell.

- *Divination and scrying* at level 3: You have a form of clairvoyance, but gifted psychics, other magic users, and energy fields can block your attempts at scrying. Roll opposed *level + wis + cha* to scry anyway. A quality crystal ball or mirror can give you a bonus to this check. It costs 50 experience points per attempt at remote viewing or snooping.

  - You can use *divination* to get hints about quests, to locate items, or to get other bits of information. Some information will still be hidden and not accessible this way, it's up to the game master! Importantly, using divination always has an experience point cost.

    - Minor hint ("where did I leave my keys?"): costs 10 experience, DC 5

    - Small hint ("how can I make that person like me?"): costs 50 experience, DC 10

    - Medium hint ("where in this field is the buried treasure?"): costs 100 experience, DC 12

    - Big hint ("where did Pilaf hide the dragon ball?"): costs 250 experience, DC 15

    - Huge hint ("where can I buy the winning ticket for that million zeni lottery jackpot?"): costs 500 experience, DC 20

  - If you fail a divination check, you lose half the experience and don't get any information. On a critical failure (roll a 1 or fail by 10 or more), you get false information and lose the full amount of experience. The game master must make this roll in secret.

  - *Fortune telling:* Trace the threads of fate to get information about possible futures. It generally helps to have some kind of magical focus like a crystal ball. A better focus can give a bonus to divination checks, but might cost more or require a special quest to

obtain.

    - Seeing into someone's possible futures also requires spending experience points. It costs more or less depending on the plot importance of the information. In the game world, this might be a way for witches and channelers to make money. Giving a false reading to a customer requires a successful *deception* roll, or else it may negatively affect your reputation.

- *Astral project* and *rebuke spirits* at level 4: You can begin to explore the spirit world (and real world) out of body. If you encounter danger, you can use *rebuke spirits* or immediately return to your body. Rebuke spirits can help you when traveling out of body, but it can also be used to send spirits out of possessed people or haunted places or objects.
- *Contact entity* at level 5: You can communicate with otherworldy entities when scrying or while out of body – they also become aware of you, which may or may not be a good thing!
- *Enchantment (Charm or Dominate)* at level 6: You can spend some mp and use a deception or persuasion skill check to make a humanoid or creature (or insects) more friendly. Intelligent targets can make an opposed insight (wisdom) check, and creatures can use their wisdom modifier without their proficiency bonus. Enchantment requires spending at least 6 mp and every 2 additional points of mp you spend gives you a +1 to the opposed roll.
    - *Charming* a target so it goes from hostile to indifferent or indifferent to friendly doesn't have a modifier, but would be more difficult if they have special animosity toward you for something you did (-5 or -10 to your roll). Very simple creatures like timid animals or insects (including swarms of bees or ants) are easy to charm so they take a -5 to their roll. If using persuade and your intentions toward the target are benign, get a +5 to your roll. If using deception and your intentions are not friendly, take a -5 to your roll.
    - *Dominating* a target so it protects you or will go out of its way to help you costs at least 10 mp, and each additional 2 mp gives a +1 bonus. Once again, modifiers based on context apply. This is usually harder, so your deception or persuasion skill roll is at -5 if helping you puts the target at risk or -10 if the target has good reason to be hostile.
- *Fly or Hover* at level 7*:* You can fly or hover at up to 100 ft per round at a cost of 1 mp per 10 ft. Hovering without moving has a negligible mp cost.
- *Summon entity* at level 9: You can create a portal to temporarily summon up to one otherworldy creature at a time. It costs 5 mp per level of the creature and lasts up to 1 day.
- *Banish* at level 11: You can banish otherworldy beings, including spirits and demons (but not aliens). This only works if they are not higher level than you, and attempting to banish an entity costs 3 mp per level. Successfully banishing an entity requires winning an opposed *level + wis + cha* roll. If you fail, you have to wait 2d4+1 rounds to try again.
- *Underworld Portal* at level 12: You can create a portal from your position to another location that is visible to you either with your physical eyes or with your mind's eye through remote viewing. You travel through the underworld between those two locations, ignoring any physical obstacles in the material world (magic can however block this ability). It costs 2 mp per 15 ft and requires a full round action to make and enter the portal. You can't be attacked until your next turn, but this ability has a 2d4+1 round cooldown.
- A feat, ability score increase, or extra skill or technique at levels 3, 5, 7, 9, and 11. You can learn elemental techniques or magic based techniques but you must use mp instead of qp.

6. TECHNIQUES, TRANSFORMATIONS, AND FEATS

All classes can choose either a +1 base attribute improvement, a new skill, or a new feat at level 3 and every odd level after that. Supers and *advanced qi cultivation* users (and sometimes Witches or Channelers) have the option of learning a new technique or a transformation instead. Note that the attribute and level requirements given below are for the *minimum* base attribute or level to learn the technique, transformation, or feat.

Also, if the game master allows, you can retroactively forget an attribute improvement, skill, feat, technique, or transformation you learned and replace it with a different one. The upgrade slot level must still meet the minimum level requirement for the upgrade, and the ability you replaced can't be prerequisite for another ability you took at a later level. The ability to replace an upgrade might represent a change in your character's fighting style and training routine.

You can use these techniques, transformations, feats, and backgrounds as templates for others you want to include, you just have to be careful to keep them balanced and consider how they scale with power level.

ELEMENTAL MAGIC PROFICIENCIES

There are four elemental magic proficiencies characters can learn if they have a magical bloodline or undergo special training (in addition to having a super qi lineage), if they belong to the Sage or Healer class, or if they have become powerful enough Witches or Channelers. While there are only four main elemental magic proficiencies, you can get different effects and synergies from combining different forms of elemental magic. In addition, there are other elemental magic related techniques in the next section you can learn.

All supers are capable of small feats of elemental magic like generating warmth or using super qi to control a small amount of nearby water or flame, but elemental magic proficiencies grant the character much greater power over elemental forces in terms of the magnitude, scope, and complexity of effects that can be manifested.

- ***Fire Element Magic***: Ignite, feed, or extinguish flames; control fire; gain resistance or immunity to fire damage (this is separate from the heat resistance supers already have from their force field).
- ***Air Element Magic***: Wield lightning as a weapon; better absorb shock damage with super qi; control wind including doing damage to structures, knocking over vehicles, creating a small whirlwind, or knocking enemies prone.
- *Fire and Air (not a separate proficiency):* Can make explosions; create and shape super heated air or plasma; gain resistance to laser damage and control over photons.
- ***Water Magic***: Control waves (powerful when at sea); control water; get an enhanced swim speed underwater; get the ability to freeze water.
- *Air and Water (not a separate proficiency)*: Can draw water out of the air; use freezing wind with ice shards to slow down an opponent and damage or blind them; slowly evaporate water. Both *Fire and Water Magic* can be used to rapidly boil water or create steam.
- ***Earth Magic***: Can harden or soften the earth, cause quakes at high levels, or sabotage vehicles or structures; get a bonus to qp regeneration while touching the Earth; outside combat, can encourage plant growth or be used to cultivate plants with magical properties;

can fracture rocks or bend metal; can be used to neutralize acid or to gain enhanced resistance to acid attacks (use qp to absorb the damage more efficiently).

- *Earth and Water Magic (not a separate proficiency):* Can be used to turn water into acid if you have a small amount of dirt or organic material; can be used to turn solid earth into mud as long as there is water vapor in the air or another source of water. *Earth and Air* can be used to make dust clouds or to use sand as a weapon to blind opponents; at a high enough level it can even be used to create a sandstorm around the user. *Earth and Fire* can be used to melt sand or rocks or to assist in forging metals; at high levels it can be used to control or harden lava or to sense volcanic activity.

For more details about specific effects or combining elements, see under **Psychic Powers, Elemental Magic, and Step** in chapter 4 (pages 24 - 29).

OTHER SUPER QI OR MAGIC TECHNIQUES

- ***Afterimage:*** Requires dexterity 13. You can use a reaction in response to an attack to spend 5 qp to create a temporary afterimage double of yourself before jumping upward or dodging to the side or backward. Roll a *dexterity saving throw* (supers add *wis + dodge ac bonus*) vs the opponent's *perception skill + dex + dodge ac bonus*. If you win, your opponent must attack the afterimage. This provokes an opportunity attack from you. The opportunity attack has advantage and could be melee or ranged. If your opponent wins, their attack automatically hits the real you. When you jump or dodge, you must move at least 5 ft but can move up to 30 ft. The range limit for melee opportunity attacks still applies (see pg 17).
- ***Burst:*** Requires charisma 15. You can release a telekinetic burst of energy that targets all adjacent units. This is similar to ki wave, except the knockback and stun effect apply to all adjacent units and it doesn't directly do damage. Make an opposed *2 * (number of dice used) + cha* check against their *adjusted level (default 0 for non-supers) + str*. They get knocked back 10 ft for every point they lose, and take damage if knocked into solid objects (see *Knockback from attacks* on **page 12**). You take a -2 to your check for every additional 5 ft of distance between you and the target. The range is 5 ft + (5 ft * cha) away, up to a maximum of 30 ft. You can use bonus ki dice from transformations, but not bonus *cha*. Characters are stunned for 2d4 rounds unless they make a DC *10 + number of dice used + cha* constitution saving throw. Supers can add half their adjusted level to the saving throw, and they only risk being stunned for 1 round. Costs 3 qp per dice. You can use this as a reaction to block an equivalent amount of damage dice from a *super ki blast volley*.
  - If you have this power, you can use a denser version of *force field bubble* that protects against physical attacks and physical projectiles as well as energy attacks. You can absorb damage from physical projectiles or opponents attacking you or trying to enter your square (pushing or flying against the barrier uses unarmed damage) at a rate of 1 qp per 3 points of damage. It also works against energy attacks at the normal rate, but you can't do anything else but make your DC 15 concentration check each round while maintaining the bubble. The force bubble breaks if you fail your concentration check or run out of qp. You can spend 12 qp to create the bubble as a reaction or on your turn, and you can "burst" the bubble by using the burst power as a bonus action on one of your turns. If you use a reaction to create it, you can't cancel it or burst it until your next turn.
- ***Solar Flare***: Requires wisdom 13 and a level that grants at least two ki blast dice. Blind one

or more opponents, costing 2 qp per dice (up to maximum ki blast dice). Has a cone area of effect that can blind opponents caught within 10 ft + 5 ft per dice used. Roll insight against deception to use (+6 to deception if the opponent has never seen this technique before). If the foe loses the opposed roll, they are blinded for 1d4 + wis rounds (-6 ac and proficiency bonus, can't see; use base form *wis*). If a target has psychic perception, this only applies a penalty of -3 to proficiency bonus and ac for 1d4 + wis rounds. If you have used this against your foe before, they gain a +6 bonus to their insight check. Only useable 1 + wis times per day (again, use base form wis).

- ***Disk Ki Blast***: Requires wisdom 15 and a level that grants at least one ki blast dice. Takes a full round action or two consecutive actions to shape and launch. Requires passing a DC 12 concentration check to shape the blast, and if you take damage while shaping it you must make a DC 15 concentration check or you lose your turn and any qp spent (DC 18 if the damage is more than 1/3rd your max hp, DC 20 if it is more than half). You are vulnerable while shaping the blast, taking -6 to defense and triggering an opportunity attack from foes who are aware of you, and you cannot attack or do anything that requires concentration. Does slashing damage with d8s and a 19-20 x3 critical chance. On a natural 20 for the critical confirmation roll, if the attack does more than 1/4th the target's maximum hp in damage they lose a limb (roll d6, left arm, right arm, left leg, right leg, head, tail).
- ***Super Ki Blast Volley:*** Requires charisma 13 and constitution 13. You can spend a full round action or two consecutive actions to rapid fire ki blasts at a single opponent or multiple in a cone shape (each individual ki blast targets opponents chosen from this aoe). Each ki blast individually gets *cha + wis* to damage but takes penalty to hit of *(-1) * (half the number of ki blasts in the volley rounded down)*, maximum 12 ki blasts. You can throw a volley of 1d6 + cha + wis blasts, a volley of 2d6 + cha + wis blasts, or a volley of 3d6 + cha + wis blasts, but the total dice cannot exceed your ki blast dice allotment. For instance, if you have 12 ki blast dice you can throw a volley of 6 ki blasts that each deal 2d6 + cha + wis damage but take -3 to hit. If you have dice left over, they are not used and you spend fewer qp.
- ***Poison Kinesis:*** Requires intelligence 15 and wisdom 13 as well as both Earth and Water magic. Spend an action and use a DC 15 concentration check to turn water (at least an ounce or two) plus a small amount of organic material or dirt into elemental poison. Poison does necrotic damage (use the elemental attack chart; costs 5 qp per dice and uses a d6) and can damage a single physical attribute by 2 per round if the character fails a DC *15 + (number of dice used) + int* constitution saving throw (roll at the start of each turn, supers add half their adjusted level). The attribute affected depends on the type of poison, which becomes inert after 1d4 rounds. Any type of healing magic or tech that restores the lost hit points will reverse the attribute damage as well. If an attribute is reduced to 0, the character dies.
- ***Heal:*** Requires a divine or angelic super qi lineage, wisdom 13, and charisma 13. Sages and Healers get the ability to heal automatically and don't benefit from taking this feat. You can use super qi to heal up to (*level)/2 rounded down* worth of d4's of hp per encounter. It requires a DC 15 concentration check to use, and you lose the action and qp if you fail. Add cha + wis to the amount healed each round. You don't have to use the dice all at once, so taking longer will allow you to benefit more from your wis and cha. Each dice costs 2 qp.
- ***Radiant Ki Blast***: Requires the ability to heal with super qi. You can use a ki blast technique of your choice that deals extra damage to evil undead, demons, or possessed people. Z Fighters multiply their ki blast damage by 3 instead of 2 after rolling. Sages and Healers multiply their ki blast damage by 3 after rolling. Costs an additional 1 qp per dice.
- ***Spirit Bomb***: Requires a pure heart and level 7. The spirit bomb is like an orb shaped ki

blast, except the dice are all d20s for evil foes caught in the blast, or d4s versus non-evil targets. The capacity of a spirit bomb is increased beyond your normal limitations because the energy is not all yours. Each action you spend overcharging it gives 1 extra ki dice up to *2 * (your max base form ki dice) + (dice from transformations)* in addition to increasing its size and hence its detonation aoe. Each round you spend doubles its diameter up to a max of 12 ft. Also, using a full round action lets you charge 1 more ki dice. Costs 3 qp per dice for the initial blast, then 2 qp per extra dice after that. Forming the initial blast requires two full rounds, and during this time or while overcharging you cannot attack and take a -6 to ac. If hit you must make a DC 15 constitution saving throw or concentration check (DC 18 if the damage is more than 1/3rd your max hp, or DC 20 if it is more than 1/2 your max hp) or you lose the spirit bomb and qp you spent. Only works if you have pure intentions and your opponent is evil and intends to harm innocents. Gets +wis and +4 proficiency bonus to attack against an evil foe. Damage is not doubled for Z Fighters; instead, both Z Fighters and Sages or Healers multiply the damage by 1.5x after rolling. Useable once per encounter, but you can try again after 2d4 rounds if you are interrupted before launching the attack.

- ***Death Ball***: Requires a demonic lineage or possession by an evil spirit or entity – also, you must be non-good unless you are possessed. You can form a ki blast that is pure black and does necrotic damage. It can't be blocked (unless you are like Jesus), only deflected or dodged. If hit by it, you must make a DC 15 constitution or wisdom saving throw or become demoralized and take a -4 penalty to your proficiency bonus (which can become negative) and ac for 1d4 rounds. Costs 2 extra qp per dice and has a 1d4 round cooldown.
- ***Magic Telekinesis:*** This ability usually requires a magical lineage in addition to being able to use super qi. Witches and Channelers class can learn this, but they will be limited by the small amounts of mp they have unless they pool their mp together. In power it is like controlled telekinesis but with twice the strength and range. It cannot be used to induce sudden accelerations. This means it is not good for flinging projectiles, but it can lift heavier objects. Another use is to cast "hold person", which works like *freeze* (see page 22) but has twice the range and gets +4 to the *TK modifier.* Costs the same as controlled telekinesis, but uses qp or mp, and requires a DC 12 or more concentration check to use.
- ***Astral Projection:*** Requires wisdom 13. Sages, Healers, Witches, and Channelers get this automatically. This can be used to explore the world in between the material and spirit worlds outside of body, or to share a mental space with an ally in order to train while linked through meditation. If attacked, you can instantly return to your body.
- ***Shield:*** Requires magic telekinesis. You can erect a telekinetic force barrier to protect yourself and allies. It requires an action and 12 qp plus 8 qp per adjacent ally to set up. Maintaining it requires a DC 15 concentration check each round or when you take damage, and during this time you can't use actions or reactions or else it cancels the force barrier. The shield absorbs damage from physical projectiles at a rate of 1 qp per 10 points of damage, and from elemental or energy attacks (including explosions) at a rate of 1 qp per 2 damage.
- ***Fusion:*** Only useable by natural supers; requires level 5 and wisdom 13. If both you and an ally have this ability, you can fuse into a new, more powerful humanoid. Requires spending 20 qp and a full round action. Both supers must pass a DC 15 *proficiency + wis + int* check. If both fail, the fusion is just unsuccessful and they both lose 20 qp and they have to wait 2d4+1 rounds to try again. If only one fails, then it is partially successful but the new character has the lower of their two power levels and ability scores, and must stay in this state for at least one minute (10 rounds). If both succeed, the new character has double the weaker character's power level (just add them if they are the same). The fused character knows both of their skills and techniques and transformations, and has the better of each of

their attributes. If the new level is above 25, see **page 10**. If the fusion is successful it lasts for 25 + con + cha minutes (use the fused character's attributes; each minute is 10 rounds). You can use Tier I or Tier II transformations while fused, but not Tier III transformations. Tier II transformations shorten the duration of fusion and can cause it to end prematurely: SSJ I or MK I makes the clock run at twice the rate, while SSJ II or MK II makes it run at three times the rate, and SSJ3/SN/OSS at four times the rate. Fusion has 1+con uses per day.

- ***Homing Ki Blast***: Requires wisdom 13 or higher and the ability to use ki blasts. When using a beam attack, orb, or disk (but not ray attacks), you can add your *wis* + *cha* to the attack roll using your base form *cha* and *wis*. This costs 5 qp plus an additional +2 qp per dice.
- ***Time Manipulation:*** Requires wisdom 18 and level 11. If the character has a magical lineage, they can create an altered time rate field of no more than a few cubic feet in size (depends on power level) that makes time flow faster or slower for things within. This is generally not useable against other organics or supers, with the exception of small animals or insects. It costs a lot of energy to use, and it's unlikely a super or magic user could maintain an altered time rate field for more than a few minutes. For supers, this ability lets them enhance their altered time rate and super speed, giving bonuses for that round. Costs a bonus action and 30 qp to use, gain 1 extra action and reaction, and gain a +20% bonus to flight speed and a +4 to ac until your next turn. Has a 1d4 round cooldown.
- ***Immolation Blast:*** Requires charisma 15 and level 13. This is the attack that Vegeta uses a few times where he puts his hands on the opponent's chest and incinerates them with a big ki blast. It only works if your opponent is half your adjusted level or lower. You must succeed on a melee touch attack, and then make an opposed *proficiency* + *cha* roll (use base form cha). If you win, deal maximum damage using d10's and at least 6 dice, but it costs 5 qp per dice. If you lose, your opponent gets an opportunity attack against you with advantage.
- ***Instant Transformation:*** Requires wisdom and charisma 13 and level 7. You can use a reaction to use a Tier I or Tier II transformation, or do it as a bonus action on your turn. Also, the qp cost to initiate these transformations is reduced by half.
- ***Special Beam Cannon:*** Requires wisdom 15, proficiency with the concentration skill, and the ability to use ki blasts. You can overcharge a ray attack to up to 2x the normal damage dice instead of just 1.5x. In addition, once overcharged to at least 1.5x max dice, its damage costs 4 qp per 1 damage to resist using super qi (or a super science force field) instead of 2 qp per 1 damage, and each point of damage counts as double against damage reduction. I.e., if you use this against armor plating that provides DR 10 and you roll 20 damage, the first 5 points of damage negate the DR and the remaining 15 points can damage the target.
- ***Super Beam Attack:*** Requires wisdom or charisma 13 and constitution 15 and the ability to use ki blasts. You can spend an extra 1 qp per dice to do a beam attack that does d12 per dice instead of d10, and you can keep the blast going by spending 5 qp per 2 dice; if you are rooted to the Earth, you can instead spend 3 qp per 2 dice to maintain the blast. This technique cannot be used as a reaction to initiate a beam contest unless your opponent is also using a super beam attack technique (because it takes longer to charge). You can turn a beam attack into a super beam attack while doing damage or during a beam contest, but you must pay the extra 1 qp per 2 dice per action; doing this will give you a +2 bonus to the opposed rolls for a beam contest. Otherwise the same rules apply as for a regular beam attack.
- ***Storm Avatar:*** Requires intelligence and wisdom 13 and proficiency with air magic. When using a lightning attack against a foe, you can make it branch out to a number of nearby foes (up to half the attack's range away from the primary target) equal to 3 + int. In addition, when targeted with shock damage, you can absorb up to your own maximum elemental

damage dice worth of damage. Instead of damaging you, you absorb 2 qp for each damage dice. Damage in excess of this can be negated normally by spending qp.

- ***Instant Transmission:*** Requires wisdom 15 and level 9. You can teleport up to three times as far as using step (and unlike with step you can teleport through things), but it requires a full round action and passing a DC 15 concentration check. If you have more than one action per turn, you can use two consecutive actions instead, and you still have to pass the DC 15 concentration check. The qp cost is the same as if you were using step. You can assume your character uses some form of psychic perception if they can't see their destination. Areas can be blocked off from teleportation using super science or magic.
- ***Multiform:*** Requires level 5 and wisdom 13. Uses some kind of "shadow super qi" to replicate the physical body and lower spiritual bodies while retaining the control of the soul and higher spiritual bodies. These shadow clones only last for a few rounds. Other matter within your energy field (i.e. clothes) is also temporarily duplicated. Requires a full round action, costs 20 qp for one clone or 35 qp for two clones. Lasts for 3 + wis + cha rounds, plus one round for every additional 15 qp you spend. More than two clones is normally not possible. Only useable 1 + con times per day because it stresses your energetic bodies.
  - For one duplicate, reduce your ME by *(current level * 300)*, and give this ME to your duplicate. While this power is active, you and your duplicate are two levels lower. If your duplicate dies, you lose the ME. Otherwise after the matter dissipates (when the time limit runs out) the ME and spiritual essence returns to you. You don't lose any odd level features gained while using this ability, but everything else including maximum hp and qp is two levels lower.
  - For two duplicates, reduce your ME by *(current level * 400)*. Split this ME with your two duplicates. You and they are four levels lower than normal. Otherwise this works the same.
- ***Advanced Qi Cultivation:*** Requires *still mind* and Martial Artist/Monk level 9. You have learned a secret way of harnessing super qi. You retroactively get 4 + cha + wis qp per level. You get ki blast and ki wave dice and telekinesis as a Z Fighter of half your level (ki blast damage is not doubled). You get the *slow fall* ability so falling long distances cannot hurt you and your maximum jump height or distance is multiplied by your level. You get +5 ft to movement and +1 dodge ac every other level starting at level 9, and you get an extra use per round of flurry of blows at levels 11 and 15. Iron body and tiger's paw bonuses increase by 2 at level 9 and every odd level after that with this feat, and iron body improves so it protects against other physical damage types too now (but not elemental or energy attacks). You can absorb damage with qp like a super, and you add half your level to a check anytime a super would add their adjusted level. Your maximum level increases from 12 to 15, hp per level retroactively becomes 10 + con, and at level 15 you get another reaction and your unarmed dice is upgraded to a d8. You can learn elemental magic and super qi techniques.
- ***Destroyer or Healer:*** Requires *advanced qi cultivation*. You either get +50% damage with ki blasts and a permanent +1 to attack bonus or you get the heal skill and get healing dice as a Sage or Healer half your level. You get remove disease 1/week at level 12 and remove poison 1/encounter at level 15, but you don't get any other healing abilities from that class.
- ***Flight:*** Requires *advanced qi cultivation*. You can fly at triple your ground speed. This ability works the same as it does for supers, including rules for boosting and accelerating.
- ***Hermit Master:*** Requires *advanced qi cultivation*. Every decade is like a year to you and your maximum level increases to 20. Proficiency bonus increases at levels 13, 17, and 19.

TRANSFORMATIONS

Below is a partial list of transformations you can learn. Other combat transformations may exist, and you can easily use the following as templates. See **Transformations** in chapter 4 for more general information about transformations. Tier I forms have unlimited uses per day, within reason, while Tier II forms have a set number of uses per day, and Tier III forms have a set number of uses per week. All Tier II transformations increase telekinesis and step by two levels (SSJ I, MK I, and Buff Transformation) or three levels (SSJ II/III, MK II, and SN) without changing the cost; OSS is between Tier II and Tier III and increases them by four levels; Tier III transformations increase them by five levels. Every "level" past maximum step distance counts as +5 ft, so SSJ I Goku at 25th level gets telekinesis at level 27 and +10 ft to step distance. **Extra ki dice for ki blasts from transformations are added before the damage is doubled for Z Fighters, while extra elemental dice are added before the damage is doubled for Sages and Healers. The qp cost per extra dice is the same as normal. Melee ki wave only benefits from half the extra dice. Also,** ***you can't use extra actions from transformations to recharge super qi.***

All Tier II transformations besides Buff Transformation get at least one bonus unarmed dice due to the speed increase; SSJ II/III, MK II, OSS, and SN get two bonus unarmed dice; and Tier III transformations all get three bonus unarmed dice. The dice increase to the next step, or past level 24 they increase by 1d8 per step. Tier III transformations have only half the transformation qp cost if you already are using SSJ II/III, MK II, SN, or OSS. Also, it is important to note that damage taken while using a combat transformation that boosts hp directly or by boosting constitution is reduced after the transformation ends: *damage=(total base form hp)*[(damage taken)/(transformed hp)]*.

Auras can become visible at higher levels or while transformed, but hair color doesn't literally change with Tier II or III transformations. A form's mystique is not just about a cosmetic change – the aura gives off an incredible emotional and energetic intensity perceptible even to those without psychic powers. **Eye color changes** however could be literal (from internal ki), as could the hair being affected: super qi overflows and rises rapidly, causing hair to blow upward. Also, auras look different for **god ki** forms (Tier III); this is partly because god ki tends *not* to leak.

- ***Berserk I:*** Requires level 3. Berserk I gives 2 additional ki blast and ki wave dice; it increases flight speed by +50 ft (+5 ft on the ground) or by 15% of your base flight speed if that would be higher; it increases melee proficiency bonus by 3 and melee damage by 7; it increases hp per level by 5 and qp capacity per level by 2; however, it gives -2 to ac due to recklessness, or double that without proficiency. It also boosts lifting strength by about 1.5x. It lasts for 5 + con rounds, or for 3 + con rounds without proficiency; it costs 15 qp to use, and if you are using this ability without proficiency you must pass a DC 15 con + cha check (+3 bonus if you are a Saiyan) or else you lose the 15 qp without transforming. You are fatigued for 2d4 rounds afterward (-2 to physical attributes) and can't use this ability again until the fatigue wears off. +2 adjusted level (+200 power level). Dark green aura.
- ***Berserk II:*** Requires level 5. Berserk II gives 4 additional ki blast and ki wave dice; it increases flight speed by +80 ft (+10 ft on the ground) or by 20% of your base flight speed if that would be higher; it increases melee proficiency bonus by 4 and melee damage by 10; it increases hp per level by 10 and qp capacity per level by 4; however, it gives -3 to ac, or double that without proficiency. It costs 20 qp to initiate, and you must pass a DC 18 con + cha check (+3 bonus for Saiyans) if using it without proficiency; otherwise it is the same as Berserk I but the fatigue penalty goes up to -3, and it gives one extra reaction per turn. Boosts lifting strength by about 1.75x. Going up to Berserk II while Berserk I is active requires an action and 10 qp but doesn't require another check. It applies +cha rounds to the transformation duration and will increase the fatigue penalty. +4 adjusted level (+400 power

level). Dark green aura.

- ***Kaioken I:*** Requires level 5. Kaioken I gives 3 additional ki blast and ki wave dice; it increases flight speed by +60 ft (+10 ft on the ground) or by 18% of your base flight speed if that would be higher; it increases combat proficiency bonus and dodge ac by 3; increases melee damage by 7; increases hp per level by 6 and qp capacity per level by 2; costs 12 qp to initiate then burns through -5 hp per turn. Boosts lifting strength by about 1.5x. +3 adjusted level (+300 power level). Dark red aura.
- ***Kaioken II:*** Requires level 7. Kaioken II gives 5 additional ki blast and ki wave dice; it increases flight speed by +100 ft (+15 ft on the ground) or by 25% of your base flight speed if that would be higher; it increases combat proficiency bonus and dodge ac by 5; increases melee damage by 10; it increases hp per level by 12 and qp capacity per level by 4; it costs 18 qp to initiate then burns through -10 hp per turn. Boosts lifting strength by about 1.75x. You can go up from Kaioken I to Kaioken II by spending a bonus action and 6 qp, but you have to pay the extra 5 hp that round. Gives one extra reaction per turn. +5 adjusted level (+500 power level). Dark red aura.
- ***Buff Transformation:*** This is a stable Tier II transformation that requires level 9, and is most notably used by Master Roshi. It is identical to Berserk II in terms of the bonuses gained, but it is not anger based and instead the user grows in size and muscularity. Also, there is no defense penalty due to recklessness. In addition to the bonuses from increasing power level, it affects your base stats. The physical part of the transformation increases base strength and constitution by 4, but reduces dexterity by 4. Costs 30 qp to initiate, then lasts for up to 12 + con rounds. You can spend an additional 5 qp to further increase base strength and constitution by another 2 points, but at the cost of further reducing dexterity by 2 points. It boosts lifting strength by changing the base strength in addition to the 1.75x from the power level increase. After activating this transformation, the user gets 1d12 * con temporary qp. After it ends, you have to wait 1d4 hours before using it again since the shapechange stresses the body. Aura may intensify but no special color associated with this transformation. Useable 1 + con times per day. +6 adjusted level (+600 power level).
- ***Super Saiyan I:*** Requires level 11, charisma 13, and Saiyan race (or related lineage). Super Saiyan I gives 7 additional ki blast and ki wave dice; it increases flight speed by 160 ft (+25 ft ground speed) or by by 35% if that would be higher; it increases combat proficiency bonus and dodge ac by 8; increases melee damage by 16; it increases hp per level by 16; and it gives +12 charisma for determining ki blast and ki wave damage, qp capacity, and for calculating values associated with other psychic powers. Boosts lifting strength by about 2.25x. Costs 40 qp to initiate and then lasts until the end of the encounter; gives one extra action (which could be an attack) plus an extra reaction per turn. Adjusted level is +9 (+900 power level). Golden aura with sparks and dramatic psychokinesis when transforming (you have to watch the anime to understand) and blue-green irises. 1 + con uses per day.
  - ***Buff SSJ:*** When transforming into a Super Saiyan, you can choose a more muscular form at the cost of some speed and agility. Get +2 strength, bonus melee damage, and hp per level, but -2 dexterity and -1 dodge ac bonus. For SSJ II/III, the stat changes are the same, but instead get +4 bonus melee damage and +3 hp per level but -2 to dodge ac bonus. The transformation cost increases by 10 qp for SSJ I or by 15 qp for SSJ II/III.
  - ***Beyond Super Saiyan:*** This is a way of increasing power level when using the Super Saiyan form, but unlike with SSJ II, it has the side effect of increasing bulk in proportion to the power level increase. If *n* is the power increase factor, then $2 <= n <= 6$, and the bonuses and penalties for this transformation are:

*+ n strength, + n * 2 bonus melee damage, + n * 2 hp per level, + n qp per level, + (n - 1) additional ki blast and ki wave dice, - n dexterity, - (1 + 0.5 * n) dodge ac bonus, - 20 * n ft flight speed, and + (n / 2) adjusted level.*

The transformation costs *n* * 10 qp plus a full round action, and you must already be transformed into a Super Saiyan. Beyond Super Saiyan requires level 13 and it is only useable with SSJ I (and it doesn't require an additional odd level ability slot).

- ***Super Saiyan II:*** Requires level 15 and Super Saiyan I. Super Saiyan II gives 11 additional ki blast and ki wave dice; gives +280 ft flight speed (+35 ft ground speed) or +50% flight speed if higher; gives +10 to combat proficiency bonus and dodge ac; gives +24 to melee damage; increases hp per level by 24; and it gives +16 to charisma for determining ki blast and ki wave damage, qp capacity, and for calculating values associated with other psychic powers; costs 60 qp to initiate unless you already have Super Saiyan I active – then you can spend only 20 qp and an action; gives one extra action plus two extra reactions. Boosts lifting strength by about 3x. Adjusted level is +12 (+1200 power level). Golden aura, glowing irises, and even more sparks and psychic turbulence when transforming than SSJ I. Useable 1 + con times per day. Once you attain SSJ II, you get +3 uses per day of SSJ I.
- ***Super Saiyan III:*** Requires level 17 and Super Saiyan II. Super Saiyan III is Super Saiyan taken to an extreme. It is a reckless transformation that can massively boost power at the cost of life force and risk to the user. It gives 13 additional ki blast and ki wave dice; gives +400 ft flight speed (+45 ft ground speed) or +60% flight speed if higher; gives +13 to combat proficiency bonus and dodge ac; gives +34 to melee damage; increases hp per level by 34; and it gives +4 qp per level in addition to +16 to charisma for determining ki blast and ki wave damage, qp capacity, and for calculating values associated with other psychic powers; costs 80 qp to initiate unless you already have Super Saiyan II active – then you can spend only 20 qp and an action; gives one extra action plus two extra reactions. Boosts lifting strength by about 3.5x. Lasts for 7 + con rounds and useable only once per encounter. Adjusted level is +14 (+1400 power level). Brilliant golden aura and the user becomes the center of an electric storm of power when transforming. Each use costs two uses of SSJ II.
- ***Magic Kaioken I:*** Requires level 11 and charisma or wisdom 13. Magic Kaioken I gives 6 additional ki blast and ki wave dice; it gives 5 additional elemental dice, and boosts cone and radius aoe for elemental effects by 25%; it increases flight speed by +160 ft (+20 ft ground speed) or +35% if higher; increases wisdom and charisma by +10 for determining ki blast and ki wave damage, elemental effect magnitudes, qp capacity, wis to ac, and for other psychic powers; it increases combat proficiency bonus by 10 and melee damage by 12; it increases dodge ac by 6; and it increases hp per level by 12. Gives an extra action (which could be an extra attack) plus an extra reaction per turn. Increases lifting strength by about 1.75x and moreso increases lifting stamina due to increased rate of super qi metabolism (as opposed to just increasing power level). Also, this transformation increases qp recharge rate by 10% if using a full round action or by 5% if using individual actions (using up to 3 actions this way). Costs 35 qp to initiate then lasts until the end of the encounter. Adjusted level is +9 (+900 power level). The aura and iris color depend on the individual (a blue aura is common), and the aura need not be monochrome. Useable 1 + con times per day.
- ***Magic Kaioken II:*** Requires level 15 and Magic Kaioken I. Magic Kaioken II gives 9 additional ki blast and ki wave dice; it gives 7 additional elemental dice, and boosts cone and radius aoe for elemental effects by 50% (including the increments for extended range, i.e. damage is reduced by 25% every 15 ft for Sages and Healers); increases flight speed by 280 ft (+30 ft ground speed) or 50% if higher; it gives +14 to wisdom and charisma for determining ki blast and ki wave damage, elemental effect magnitudes, qp capacity, wis to

ac, and for other psychic powers; it increases combat proficiency bonus by 12 and melee damage by 18; it increases dodge ac by 8; it increases hp per level by 18; and it gives an extra action plus two extra reactions per turn; costs 50 qp to initiate unless already using Magic Kaioken I, then it only costs 15 qp and an action. Increases lifting strength by about 2.25x and greatly increases lifting stamina. Increases qp recharge rate by 10% if using a full round action or by 5% if using individual actions (using up to 3 actions this way). Adjusted level is +12 (+1200 power level). Aura depends on individual, and it might be brighter or more complex than MK I's aura. Useable 1 + con times per day. +3 daily uses of MK I.

- ***Super Namekian (Orange Piccolo in canon):*** This is a version of a Tier II transformation available to Namekians that requires level 17 as well as wisdom 15 and charisma 13. Super Namekian gives 12 additional ki blast and ki wave dice; it gives 9 additional elemental dice; it gives +320 ft flight speed (+40 ft ground speed) or +55% if higher; it gives +12 to combat proficiency bonus, +28 to melee damage, and +9 to dodge ac; it increases hp per level by 28; and it gives +12 to wisdom and +8 to charisma for determining ki blast and ki wave damage, qp capacity, wis to ac, and for calculating values associated with other psychic powers. Gives one extra action plus two extra reactions. It costs 70 qp and an action to initiate. In addition, this transformation increases the Namekian's size by a small amount, giving +4 to base strength and constitution and -2 to dexterity, while also granting an extra 2 qp per level (for a total +12 qp per level including the bonuses to wisdom and charisma). It boosts lifting strength by increasing base strength as well as power level. The increase to power level boosts lifting strength by 3.25x. Adjusted power level is +13 (+1300 power level). Usually a sparkly orange aura and glowing irises. Useable 1 + con times per day. Gohan went "Mystic" after receiving a similar power up (except a more permanent one) from Elder Kai.
- ***Oozaru Super Saiyan:*** This is basically Super Saiyan 4 from Dragon Ball GT. It requires level 19 and the character to be a Saiyan with a tail who has mastered Super Saiyan I and II. It is a Tier II transformation fueled by the energy that accumulates in the tail that would normally be used for the Great Ape (Oozaru) transformation. It gives 14 additional ki blast and ki wave dice; +600 ft to flight speed (+50 ft ground speed) or +65% if that would be higher; +13 to combat proficiency bonus and and +35 to melee damage; +13 dodge ac; no charisma bonus. Boosts hp per level by 35 and qp per level by 10. This transformation has a physical component that boosts strength and constitution by 6 while reducing dexterity by 4 (to a minimum of 10 dexterity). Boosts lifting strength by increasing base strength and then by about 3.5x due to the increase in power level. It costs 75 qp and an action to initiate, and it gives one extra action plus two extra reactions. Lasts for the duration of the encounter. Adjusted level is +15 (+1500 power level). Usually a reddish purple aura and glowing irises. Useable 1 + con times *per month*. To use this with fusion, both characters must be Saiyans.
- ***Divine Transformation:*** Once a character absorbs god ki, the transformation is permanent – they can sense and channel god ki and they can learn Tier III forms. The only in-game rules requirement is reaching level 21, but you might want to incorporate how they were able to absorb god ki into the character's story or into an adventure. The divine transformation permanently increases wisdom and charisma by 2 (and increases their cap to 22). The lowest Tier III transformation has a reddish aura because that is actually the character applying the Kaioken technique (increased super qi circulation rate) to god ki – unlike with regular Kaioken this doesn't damage the user. So, unlocking the "divine transformation" power is a story achievement required to reach level 21 and it does not actually require an upgrade slot.
  - ***God Ki Kaioken:*** This power doesn't require an upgrade slot if you already know Kaioken. Also, it doesn't damage your body unlike regular Kaioken. Gives 14 additional ki blast and ki wave dice; gives 10 additional elemental dice, and boosts cone and radius

elemental aoe by 50% (also increases extended range increments, as with MK II); +700 ft flight speed (+55 ft ground speed) or +70% if that would be higher; +12 wisdom and charisma; +15 combat proficiency bonus; increases melee damage and hp per level by 40; +10 to dodge ac; costs 80 qp to initiate but lasts for the rest of the encounter (requires passing DC 35 *proficiency* + *cha* + *wis* checks every minute to maintain after that). Increases lifting strength by about 3.5x. It gives two extra actions and two extra reactions per turn. +16 adjusted level (+1600 power level). This form has a red-magenta aura and red iris color. God ki can be used to transform 1 + con times per week.

- ***Super Saiyan God:*** Requires god ki, level 21, and Super Saiyan II. Gives 16 additional ki blast and ki wave dice; increase base flight speed by +800 ft (+55 ft ground speed) or +75% if that would be higher; gives +17 to combat proficiency bonus and +54 to melee damage; gives +12 to dodge ac; gives +10 wisdom and +20 charisma for determining ki blast and ki wave damage, qp capacity, and for magnitudes for other psychic powers; boosts hp per level by 55; costs 90 qp to initiate but lasts for the rest of the encounter (requires passing DC 20 cha + con checks every minute to maintain after that); gives two extra actions and three extra reactions per turn. Boosts lifting strength by about 4x. Adjusted level is +18 (+1800 power level). Metallic silver aura with lots of sparks and dramatic psychokinesis when transforming; usually violet irises. Achieving this form gives +2 weekly uses of god ki.
  - You get access to "blur magic", a state of enhanced reality warping ability ("blurring the lines between real and unreal") that relies on god ki and and boosted psychic ability. Blur magic lets you heal 4d20 + cha hp or 3d20 + cha qp up to three times per encounter by passing a DC 30 charisma saving throw as a bonus action on your turn or as a reaction on an opponent's turn. It is up to the players and game master what other feats of reality warping might be possible, and they generally require more difficult charisma saving throws and higher qp costs based on the scale of reality warping.
- ***God Ki Magic Kaioken:*** Requires god ki, level 21, and MK II. Gives 15 additional ki blast and ki wave dice; gives 12 additional elemental dice, and boosts cone elemental aoe by 75% and radius elemental aoe by 100% (also increases extended range increments, as with MK II); +800 ft flight speed (+55 ft ground speed) or +75% if that would be higher; +18 wisdom and charisma; +16 combat proficiency bonus; increases melee damage by 44; +10 to dodge ac; increases hp per level by 45; costs 85 qp to initiate but lasts for the rest of the encounter (requires passing DC 40 *proficiency* + *cha* + *wis* checks every minute to maintain after that). It gives two extra actions and three extra reactions. Gain such mastery over super qi that you can manifest physical constructs, for instance a sword made of super qi that has the same damage as your unarmed strike but has double the critical threat range and grants advantage on attacks against an unarmed super or other foe. Requires a DC 45 *proficiency* + *cha* + *wis* check (using boosted attributes) and spending 50 qp; the sword lasts for 1d4 + cha rounds. As with Magic Kaioken, greatly increases lifting stamina and increases lifting strength by about 3.5x. Increases qp recharge rate by 10% if using a full round action or by 5% if using individual actions (using up to 3 actions). +18 adjusted level (+1800 power level). +2 uses of god ki per week. Brilliant blue aura and iris color.
- ***Beast Form:*** Requires god ki, level 21, and SSJ. A combination of aspects of Super Saiyan God and of other Tier III forms only available to Saiyan hybrids. Take God Ki Kaioken as the base, but: it gives 16 extra ki blast and ki wave dice and 10 extra elemental dice, +50 bonus melee damage and hp per level, +16 to combat proficiency bonus, +11 to dodge ac, +16 charisma and +12 wisdom, boosts lifting strength by about 3.75x, and costs 85 qp to transform. Gives two extra actions and three extra reactions. You can use Saiyan Blur Magic as with Super Saiyan God or manifest physical constructs as with God Ki Magic Kaioken.

Your character gets the ability to passively regenerate 8 qp per round. +18 AL (+1800 power level). +2 uses of god ki per week. Usually a silvery white aura and red irises.

- ***Super Saiyan Rosé:*** Requires god ki as well as SSJ or MK and level 21 – the character does not actually have to be a Saiyan. Take Beast Form as the base, but you can't use Blur Magic. Instead, you get +2 charisma and a +5 bonus to any rolls involving magic or manifestation powers (doesn't increase PB but does increase damage with manifested weapons and the DC for offensive spells). Also, the damage bonus is +46, the bonus hp per level is 45, and the lifting strength multiplier is 3.5x. +18 AL (+1800 power level). +2 uses of god ki per week.
- ***God Forms:*** Requires god ki and level 25. These are the strongest three forms that differ based on the character's cosmic alignment. Take God Ki Magic Kaioken as the base, but: 18 additional ki blast and ki wave dice, 15 additional elemental dice, boost elemental cone aoe by 150% and radius aoe by 200%, +1200 ft flight speed (+70 ft ground speed) or +80% base flight speed if that would be higher, +20 wisdom and charisma, +18 combat proficiency bonus and +12 dodge ac, +60 melee damage and hp per level, 4.5x lifting strength, and 100 qp to initiate. +20 adjusted level (+2000 power level). Gives 3 extra actions and reactions. +1 uses of god ki per week, and each use of god form counts as 2 uses of god ki.
  - ***Good version (looks like Ultra Instinct)*** requires a pure heart, or being a born again Christian. All classes get an additional +4 wisdom and -2 charisma. Sages and Healers get a lay on hands power that can automatically remove any afflictions from anyone they use their healing dice on; this transformation also removes any afflictions or curses from its user. A warm bright white aura grants a +2 morale bonus to they and their allies' proficiency bonus. As long as this transformation is active, they passively regenerate 4 hp and 6 qp per round. Sages and Healers don't get true UI with this form, so they get -2 ac. For Z Fighters, this god form is the same as canon Ultra Instinct, and they technically don't have to be pure of heart as long as they can learn to dissolve ego. They get +2 combat proficiency bonus, +2 dodge ac, and they passively regenerate 8 qp per round.
  - ***Neutral version (looks like Ultra Ego)*** requires mastery of **destruction ki** for Z Fighters (canon Ultra Ego); for Sages, it represents apotheosis through sheer willpower. Both classes get +4 to charisma and -2 ac. As a Sage, you gain god tier manifesting powers in this form and get +10 to any roll involving magic or manifestation powers (same as with Rosé). It also lets you passively regenerate 12 qp per round. Z Fighters ignore 75% of DR with melee attacks, they get 1 free ki dice, and they get the following power:
    - For every 45 points worth of hp damage you take you can get +4 to melee damage, +1 bonus ki dice that has no qp cost, +2 charisma, and +1 adjusted level if you can make a DC 25 + *(current charisma bonus from this ability)* charisma saving throw. You *can use* your boosted charisma stat for this saving throw, and you can use your full PB (not your boosted combat PB). So if you have +8 to charisma from taking 180 damage and take another 45 points of damage, you would have to pass a DC 33 charisma check to get the bonus to +10. Wears off when the transformation ends.
  - ***Evil version*** just requires you to have a black soul, and once you achieve it you are considered a "demon" rather than a mortal. Permanently get +4 charisma and -2 wisdom, which replace the bonuses from Divine Transformation. Lets you absorb life force from fallen foes to heal yourself (+8 hp per level of slain foe) or gain temporary hp (your total hp can be up to twice your hp capacity). Your attacks (unarmed, weapons made of ki, ki blasts, or spells) do bonus 2d8 un-blockable necrotic damage. Gives you a shadowy aura that demoralizes opponents. They must make a DC 15 + cha wisdom saving throw or take -4 to proficiency bonus and ac for 1d4 + cha rounds (only once per encounter).

OTHER TRANSFORMATIONS AND PSEUDO-TRANSFORMATIONS

You can use the transformations I provided as a template for pretty much any kind of transformation you want. Watch the anime for inspiration! Frieza race transformations are discussed in the next chapter.

Artificial supers are likely to have a higher natural power level and might get some bonuses that are always in effect based on super science, but they can't use "proper" transformations that improve power level or tap into hidden reserves of power. Super androids might get a "transformation" similar to kaioken, where the hp damage represents overheating, and might have other effects like reducing their battery life as well. I discussed a potential pseudo-transformation (*overcharge mode*) for artifical supers in chapter 4 under **1. Power Level**.

OTHER FEATS

You can adapt feats from 5e, but often they would need to be nerfed a little because in this homebrew you can choose a feat every other level. For example: you could take one of the resilience feats for proficiency in a saving throw type, but you don't also get a +1 bonus to that attribute. You could get an armor proficiency feat (mainly just light or medium armor for this setting), but without the attribute bonus. Here are some example feats:

- ***Chin:*** Thanks to sparring a lot you are more resistant to being knocked out. Get a +2 bonus to strength saving throws to avoid being knocked out but at the cost of -1 to intelligence. You can take this a second time for an additional +1 bonus to the saving throw and -1 to intelligence. After that excessive sparring can still damage your brain but will not help you resist being knocked out.
- ***Counterpuncher:*** Requires at least 13 dexterity and being as tall or taller than your opponent and only applicable for martial artists/monks or those with the brawler feat (or boxers). When you get off a counterattack with an unarmed strike against an unarmed opponent, it has advantage.
- ***Brawler:*** Gain unarmed strike proficiency for non-martial artists and non-monks. Base damage is 1d4-1 and you add str modifier to damage. Only martial arts specialists can use dexterity instead of strength for the attack roll. Without this feat non-supers or non-martial artists/monks do not get their proficiency bonus when using unarmed strikes.
- ***Wrestler/Grappler:*** Gain grappling proficiency for non-martial artists and non-monks (uses strength). Your melee touch attack to initiate a grapple benefits from your proficiency bonus and your strength, and grapple checks also benefit from your proficiency bonus. Resisting a grapple is possible with athletics or acrobatics. You can put someone to sleep with three consecutive successful grapple checks. You can do a takedown to initiate a grapple which triggers an opportunity attack, but the opportunity attack has disadvantage if you have this feat.
- ***Jiu Jitsu Expert:*** Requires at least intelligence or dexterity 13. When grappling, you can force an opponent to submit or damage a joint with two consecutive successful grapple checks (see *grappling* in the martial artist class description for more information). If you grab an opponent as part of a reaction to an attack that misses your touch ac by 5 or more, you can throw them to the ground (requires winning an opposed attack roll) and they take 1d6 + str damage and are rendered prone unless they make a successful DC 15

acrobatics check. If you grab an opponent who attacked you with a melee weapon, you can disarm them (requires winning an opposed attack roll with the defender at -4) or throw them (requires winning an opposed attack roll) and then disable an arm or wrist (requires winning an opposed attack roll at -4). If already proficient in Jiu Jitsu (i.e. martial artist or monk class), this feat gives you a +4 to all Jiu Jitsu related checks.

- ***Fortune Teller:*** Requires witch or channeler class level 3 or higher, divination skill proficiency, and at least wisdom 13 or higher. You can choose to take 10 when using the divination skill.
- ***Extra Effort:*** Requires at least wisdom 13 and constitution 13. You can get a bonus to any roll involving intense physical or psychic effort, such a strength check or a beam contest. Make a constitution or wisdom saving throw prior to rolling: DC 10 to gain +1 to the roll but lose 2 hp, DC 12 to gain +2 to the roll but lose 4 hp; DC 15 to gain +3 to the roll but lose 6 hp. For supers, the hp damage is doubled since powers don't protect against damage of this type and supers get extra hp per level. If you fail the saving throw, you lose the hit points and don't get any bonus to your roll. You can use this ability once per day plus an additional number of uses equal to the higher of your wisdom and constitution modifiers (before adjusting for active transformations). You can't use this with *super beam attack* to get more than a +3 to a beam contest roll.

BACKGROUNDS

You can adapt backgrounds from the 5e player's handbook or elsewhere, but here are some suggestions:

- ***Athlete:*** get *athletics* proficiency. You get +1 to a physical attribute and can take an athletics related feat such as *brawler* or *wrestler/ grappler.* You can get one attribute bonus and one feat, two feats, or two attribute bonuses.
- ***Academic:*** get *knowledge: general/college educated* plus one other related knowledge skill of your choice (such as *knowledge: science* or *knowledge: history and current events* – no esoteric knowledge skills like *knowledge: metaphysics*), add +1 to intelligence and wisdom.
- ***Musician:*** get *perform* skill proficiency for a number of instruments up to your intelligence modifier, get +1 charisma and +1 intelligence. Your formal background in music and early training give you a +2 synergy bonus to *persuasion* or *deception* checks as well as *perform* checks.
- ***Raised in the Wilderness:*** gain *survival* and *knowledge: nature* proficiency. Get a +1 to constitution and a +1 to wisdom. You were raised by strong, independent parents outside of any village or town and far away from any cities.
- ***Black Belt:*** get *acrobatics* proficiency and +1 to dexterity. Get unarmed strike or grappling proficiency, or a synergy bonus when using your specialty of choice (+1 to attack and damage for *striking* or +2 to grapple checks for *grappling*) if you already get proficiency from your class.
- ***Intellectual Stoner/Psychonaut:*** get *knowledge: metaphysics* and +2 wisdom but -1 to either charisma or intelligence.

7. EQUIPMENT, UNITS, AND GAINING LEVELS

EQUIPMENT

For pre-modern equipment like swords or armor, see the 5e Player's Handbook and Dungeon Master's Guide. For modern or futuristic equipment like firearms, see d20 Modern or other rule books. You can find and reference info from these rule books using their SRD (System Reference Document) pages on the Internet, but in some cases you might need to buy a PDF. You could also look to Star Wars D&D and KOTOR I/II for equipment ideas.

Example High Tech, Alien, and Super Science Equipment:

Higher quality equipment generally costs more. Different types of equipment can have different levels of quality and all sorts of enhancements added on or as part of the original design. Energy weapons usually rely on super science to run off of super qi, but are still limited by battery power.

- *Saiyan Armor:* +1, 2, or 3 ac depending on quality. Damage resistance 3, 4, or 5 vs. slashing, piercing, or energy attacks but doesn't cover the whole body so only 50% chance that damage resistance applies against an attack. Doesn't limit movement.
- *High Tech Shielded Armor:* Medium armor, +5 or more ac, maximum 3 dex to ac, dr 5 or more vs slashing, piercing, and bludgeoning, gives immunity to stun from ki wave. DR 10 or more vs energy attacks, but limited to absorbing 50 or more points of damage, then it needs re-charged. Optional, powered version: bonus to strength and/or movement speed.
- *Energy Pistol:* 2d4 + 1 energy ray (like a ray shaped ki blast); higher quality ones might do 3d4 + 2 or 5d4 damage. 19-20 x2 criticals.
- *Energy Rifle:* 2d8 energy ray; higher quality ones might do 3d8 or 3d10 + 2 damage. 19-20 x2 criticals.
- *Laser Rifle:* 1d10 + 3 laser damage, 18-20 x2 criticals. Better versions might do 2d10 + 2 or 3d10 + 2. Tends to work better against supers than most weapons because: 1) not all supers have resistance to laser damage, and 2) lasers have a ridiculous range and defending against laser weapons requires strong psychic perception (uncanny dodge) if the super is unaware of the laser wielding marksman. These weapons tend to be heavily regulated and not available to civilians.
- *Energy Cannon:* 2d10 + 3 energy beam (like a beam shaped ki blast); higher quality ones will do more damage. You can sustain the beam for a few rounds (based on the model), but it needs to cool off between blasts. Some of Frieza's men wield weapons similar to these since they can be made to feed off the user's super qi but unlike ki blasts don't require any mastery of technique or talent to use. (Energy cannons do not necessarily require the user to

be able to use super qi, but those that Frieza's men use do require it.)

- *Force Field Emitter:* This could be a belt or a feature of armor or something else. Can erect a force field bubble capable of defending mainly against energy weapons. Different models have more or less damage resistance (starts at 10), and more or less total damage they can absorb before failing (starts at 50). Can give immunity to powers like TK Choke or TK Push. Almost useless against firearms (though armor can help with that). Better versions allow the wearer to use energy weapons while the bubble is active, while more primitive ones prevent the wearer from attacking with energy weapons while the force field is active.

UNITS

Powered Mechs, Robots, Androids, and Super Suits

I discussed these in chapters 2 through 5, but here is additional detail and a summary to make creating your own units simple and easy. Ultimately, it is up to your imagination and what kind of adventure you want to have with your friends!

1. Mechs (piloted or otherwise)

- More primitive mechs will use jets to fly, while more advanced ones use super science to fly (they are powered by psychic crystals) but could get an additional speed bonus with jets
- Might use modern type weapons and/or energy weapons
- Might have melee weapons such as a slam attack or a bladed weapon
- Very high hit points and damage resistance due to armor plating
- Likely to have shielding to protect from energy attacks or psychic powers
- Battery powered, but also might rely on super qi. Running out of battery power is not likely to be a problem during combat unless the mech is using "overcharge mode" a lot

2. Robots and Androids

I discussed this in chapter 2, but here is more detail. If they are powered, they are similar to artificial supers except they might have built in technology such as attached energy weapons or armor plating. The power level limit for machines is 3750 (see page 10 and the table in chapter 7 for information about levels 26 through 50), but powered machines become increasingly expensive the higher the power level. Some of the difficulty is in finding crystals and other materials that will work for the machine, while other difficulties include computing resources and capable engineers.

Use the Z Fighter template, but they can have whatever base stats you want. Generally the attributes would not be higher than 20. Exceptions might include something like a giant robot that has a base strength higher than 20. Robots and androids can't use transformations, but they can use built in energy weapons that replicate ki blasts and they have their own versions of altered time rate and step which rely on time and hyperspace crystal technology.

3. Power Suits

This is basically just like a powered android you can wear. Everything is the same except they use the proficiency bonus of their pilot (however, targeting systems and AI's can give bonuses to this). Unlike the implants artificial supers rely on, super suits don't have any risks to the user associated with using them besides being injured during combat. Also, they cannot typically run just off of super qi so they do require high tech batteries. Typically super suits cost a fortune to create and would not be legal for civilians to own.

Artificial Supers, Bioengineered Supers, and Aliens

I discussed these in chapters 2 through 4, but here is additional detail and a summary. Artificial supers, like powered robots or mechs, usually have a power level limit of up to 3750 (level 50). Psychic crystals more powerful than that should be extremely rare and special, and probably highly sought after. Bioengineered supers and aliens have a typical power level limit of around 2500, give or take a few levels depending on their individual potential. More advanced bioengineered supers and specific types of aliens like elite members of the Frieza race will tend to have higher power level limits around 3000 or slightly higher.

1. Artificial Supers

Artificial supers are humans or humanoids without a super qi lineage who are given super science implants to give them powers. This works the same as with powered androids, except that implants are likely to make the wearer age faster and possibly to lose their sanity over time. The more powerful the implant, the greater these dangers are, and more is required from the user and the ones designing and surgically implanting the technology.

2. Bioengineered Beings

Use the Z Fighter template, but bioengineered beings can have higher base stats or a higher maximum power level (higher than 30 would be super rare). They can combine abilities from different super qi lineages like Cell if you want. Unlike artificial supers or powered machines, they can use transformations, but would still have to learn them somehow (and they would have to be compatible with their DNA and energetic blueprint).

3. Frieza Race

These aliens tend to gain power quickly and to reach a high maximum power level - power levels of up to 3000 are not unheard of.

Most Frieza race transformations are built in to their physical and energetic blueprints. Frieza race transformations get big bonuses to *base* attributes, and increase power level directly. Powerful members of the Frieza race use transformations to *lower* their power, because at full power they burn through life force qi faster (causing them to age and decline faster). Transforming costs a full round action, during which time the character cannot use any actions or reactions except to deflect ki blasts. They can deflect ki blasts with their aura when transforming like with powering up (see **page 16**), and their aura makes it hard for foes to approach to within melee distance (they have to win an opposed *adjusted power level + cha + wis* roll to be able to attack). Frieza race members are especially good at psychic powers like telekinesis. Power for telekinesis halves every 15 ft instead of 10 ft, and they get a +4 bonus on rolls to do any type of telekinesis.

Base Form: +2 charisma, +2 intelligence, -800 power level. This is a form used for conserving energy, so it is technically not their true “base form”. Base attributes in this form cannot be above 20. They can use their tail to get a +4 bonus against being tripped or knocked prone.

Giant Form: +8 strength, +8 constitution, +2 charisma, +2 intelligence, -600 power level. Due to increased size (large size), get 4 extra qp per level. This is a form used for combat. Base strength and constitution can be above 20 in this form. They can use their tail in this form to attack up to 15 ft away (does 1.5x unarmed damage, useable once per round, can be used as an opportunity attack, and can't be used with flurry or smite) or to grapple (succeed on a touch attack then win an opposed strength roll where the target can add their dex) and then do constriction damage (1.5x unarmed strike damage per round until the opponent wins an opposed strength + dex roll to escape).

Predator Form: +8 strength, +8 constitution, +2 charisma, +2 intelligence, -400 power level. Get 4 extra qp per level due to size increase. The enlarged brain further increases psychic power, giving an additional 2 qp per level. This is a form used for combat that further enhances psychic powers beyond *giant form*. They can still use their tail as in giant form and base form.

Final Form: +4 strength, +8 dexterity, +4 constitution, +6 charisma, +2 intelligence to *base* attributes. If any of their base attributes are boosted past 20, that is valid in this form. This is their "true" form so this is their actual power level. It is not necessary to use the intermediary forms to change into this form. Frieza race members age and decline faster if they maintain this form for too long. Because the frieza race member is medium sized in this form, the tail's range is only 10 ft.

Final Form (full strength): +8 strength, +4 dexterity, +8 constitution, +6 charisma, +2 intelligence, +300 to +600 or so maximum power level. They are stronger and temporarily gain a few levels in this form, but they don't get odd level upgrades. The power level boost can take their power level over their mortal potential (temporarily).

Golden Frieza Transformation: This is a Tier III transformation. It is similar to Super Saiyan God, but without the blur magic. Instead energy attacks are all boosted by an additional 2 dice at no cost and they get an additional +4 qp capacity per level. Also, since their final form state is already

enhanced, some of the other bonuses for this transformation are lower: they get only +18 to charisma, +6 to wisdom, and +11 to dodge ac. +18 adjusted level; aura like in Dragon Ball Super, or up to the player or GM. Only works with *final form*. You can use this with the “full strength" version of final form, but it severely limits the duration of the transformation (after 3 rounds they must make a DC 35 *proficiency + con + cha* check at the beginning of each turn to hold onto the transformation). Only useable 1 + con times per week with a 1d4 hour cooldown between uses.

Members of the Frieza race may have difficulty learning Tier I or Tier II transformations – in weaker forms they would find it difficult to use any combat transformations besides the ones that are already part of their physical and energetic blueprints, and in their final form they already burn through life force qi at an enhanced rate.

4. Saiyans

Saiyans are a race of highly evolved humanoid aliens with an unkown origin. Besides being able to use super qi and having monkey-like tails, they can use emotions to boost power level. The most iconic version of this is the Super Saiyan transformation, but it can happen spontaneously during combat as well. For most Saiyans this would just manifest as the Berserk transformation, but other examples would be Gohan's anger making him temporarily stronger when fighting Raditz or while fighting on Namek. Their ability to become stronger when emotional may have something to do with why Saiyans gain more ME from being healed after being damaged in a life or death battle than other super qi using races. Saiyans get +2 to base strength and +2 to base charisma, and they take -4 to checks involving controlled telekinesis because they are bad a fine ki manipulation. They can learn the Super Saiyan transformations but their lack of control means they would have difficulty learning Magic Kaioken or its Tier III counterpart. Saiyan hybrids get +1 strength and charisma and can learn both the Super Saiyan transformations and Magic Kaioken I and II – *and* they can learn most Tier III forms. They can also learn a special Tier III transformation called “Beast Form” that combines aspects of Super Saiyan God and other Tier III forms.

Originally, I didn't want to include the great ape form in this manual because I saw that as similar to destroying planets or moons with ki blasts, something that doesn't really fit into this "more logically consistent" version of DBZ. However, I thought about it and realized the Oozaru form still makes sense. The transformation is fueled by something that builds up in the tail over the course of a month or so. It is a night long transformation that also makes the Saiyan go Berserk.

The Oozaru is Huge sized, can use a melee slam that does extra damage, and can initiate a grab attack (requires a successful touch attack and then winning an opposed strength roll) which leads to a constriction that does the same damage as a melee slam once per round on the Oozaru's turn. They use high jumps instead of flight. Their energy attacks use d20's (otherwise dice are based on power level, and Z Fighters don't double the damage afterward), and they use their full proficiency bonus for the attack roll. Energy attacks while in great ape form are a little different from beam attacks in that they don't have to be concentrated and sustained at a single target, and the

damage dice from an energy attack can be divided more or less evenly to target adjacent 10 ft x 10 ft squares. So in other words Oozaru Nappa with 12 ki dice can target a 10 ft x 30 ft swath of Tuffle soldiers with a single energy attack, doing 4d20 + cha + wis to all the soldiers in those squares.

Most Oozaru don't retain their PB for melee and they take a -8 size penalty to melee attacks. Only elite Saiyans retain half their melee proficiency bonus and ability to speak (telepathically) or think intelligently in this form. Base strength is tripled and hp is quadrupled. Base dexterity becomes 10 after transforming but the ape gets a +10 natural armor bonus and +4 dodge bonus to ac (for a total ac of 24 for elites or 20 for regular Saiyans after adjusting for the -4 due to recklessness). Saiyans can't use most powers besides energy attacks and high jumps in this state, but they retain their bonus damage and lifting multiplier from dense body. Unarmed attacks (slams) inflict *3d12 + str + bonus damage* points of damage. Victims being crushed by an Oozaru get a strength saving throw plus their *dex* and *dodge ac bonus* opposed by the Oozaru's strength roll on their turn. If they win, they can escape. Oozaru do not retain their dodge ac bonus and only get one action and up to two reactions. They get a +6 to strength and constitution and 4 additional ki dice for energy attacks from being berserk in addition to the higher base stats. Super qi reserves are tripled in great ape form, and energy attacks cost 5 qp per dice with a 1d4 round cooldown.

Other super qi using races are capable of undergoing power level boosts while angry or emotional, but not on the same level as Saiyans. Most super qi using races highly value control and the ability to maintain a Zen state during combat. This is because erratic or uncontrolled use of super qi can cause widespread destruction. Saiyans are the exception to this rule, as they revel in battle and tend to be evil and destructive.

5. Namekians

Namekians are a race of aliens with some magical abilities as well as the ability to use super qi. Rather than having evolved on another planet, they may be descended from inhabitants of the "demon realm". They can live off of water and subtle energy (some form of super qi) instead of food, they can spend ME to heal wounds (or even regenerate limbs), and they have Namekian fusion, which is generally seen as a sacrifice but can create a new Namekian with a higher power level of: *higher level Namekian's level + (1/2) * lower level Namekian's level.* The new Namekian usually keeps the stronger Namekian's attributes and appearance, and the power level potential is the average of both their potentials. Namekian fission is more rarely used – Kami used it to purge himself of evil by creating Piccolo. Namekians get +2 to base constitution and +2 to base wisdom. Both their bodies and brains are highly evolved and they are a peace loving race.

Below is the ME cost for healing. A Namekian can only heal up to 1/2 their maximum hit points during an encounter, but healing is unlimited outside of combat (however, for every 25% of their hp capacity they heal, they take a -2 to physical attributes until they can rest):

- **1 ME** per hit point for regular injuries
- **350 ME** to regenerate a limb (once per encounter), **75 ME** to regenerate smaller appendages

Some Namekians have the ability to transform into giants. You can add this as a separate technique, or rule that certain Namekians gain this ability automatically at 6th level or so. Turning into a large giant costs **500 ME** per use, and turning into a huge giant costs **1500 ME**. You can't use other combat transformations while in giant form, and it is only useable once per day.

- ***Giant Form:*** The *large size* giant form requires at least level 6, while the *huge size* giant form requires at least level 11. Large giants have double strength and double hit points and get +50% unarmed damage, while huge giants have triple strength and quadruple hit points and get double unarmed damage. In giant form, a Namekian still has the entire strength, damage bonuses, and hit points from dense body in addition to increased attributes, but in giant form the "energy density" for dense body is lower so Namekians in giant form are less strong relative to their size. They are also slower in this form. Large giants get only half their combat proficiency bonus and dodge ac bonus, they can fly only at half speed, and they get a +2 natural armor bonus; they also add wis to ranged attack rolls but take a -4 size penalty to melee attacks. They get one fewer actions and reactions (minimum one). In huge size giant form, Namekians have half their combat PB plus wis for ranged attacks only, they don't get any dodge ac bonus, they can't fly, and they get a +5 natural armor bonus to ac; they take a -8 size penalty to melee attacks. They get only one action and up to two reactions. One big advantage of giant form besides increased strength and hit points is that you can store more super qi. Super qi capacity doubles for large sized giants and it quadruples for huge sized giants.

  - This form greatly increases the surface area and explosive aoe of ki blasts, but not necessarily the amount of heat they generate. Large size giants must spend +1 qp per ki or elemental dice but get +50% damage, aoe, and range for all ki blasts and for elemental magic. Huge size giants spend double qp per ki or elemental dice but they have double damage, aoe, and range for all ki blasts and for elemental magic.

  - The extra qp can also be used to fuel more powerful spells or elemental effects than would normally be possible.

  - Giants can grapple (melee touch attack that provokes an opportunity attack) and use a *crush* attack. This does 1.5x unarmed strike damage per round for large giants or double unarmed strike damage per round for huge giants. Escaping requires winning an opposed strength check. The victim can also add their *dex* and *dodge ac bonus* to this roll (remember that supers, including the giant, get adjusted level added as well).

A side effect of the genetics and energetic blueprint that allows some of them to transform into giants is that Namekians can learn to stretch their limbs really far. This is useful in combat in multiple ways:

- ***Stretchy Arm Grab (costs 5 qp):*** Attempt to trip your opponent from up to 20 ft away by rolling against their touch ac. Using it in melee (5 ft away) provokes an opportunity attack, and if you take damage it cancels your trip attempt; 10 ft away gives you a -2 to your attack roll, 15 ft away gives -4, and 20 ft away gives -6. If knocked prone, you can't take reactions until you stand up (standing up requires a move action on your turn unless you have acrobatics skill proficiency, then

it can be a bonus action) and melee attacks against you have advantage. Characters who can fly can take to the air to avoid being knocked prone, otherwise the target being tripped must win an opposed strength roll (the target is at -4 since this is inherently a difficult technique to resist) to resist being tripped if the attack hits.

If a target is in the air, stretchy arm grab can be used to grapple them to prevent them from flying away. Then your opponent must win an opposed strength roll for every 10 ft they want to move or they can't move; once they win three consecutive rolls, it ends the grappled state. You can also win an opposed strength roll to whip your opponent into the ground or into part of the environment to do double unarmed strike damage (1.5x unarmed strike damage for soft earth). The target that takes damage must make a DC 15 constitution saving throw or be stunned for a round. Supers can add their *dodge ac bonus* to their strength rolls to escape being grappled.

- ***Stretchy Arm Knife Hand Thrust (costs 5 qp):*** As stretchy arm grab, but you can use an attack that does melee piercing damage (uses the Namekian's thick pointy nails, but otherwise treated as normal melee unarmed damage). This attack roll is at -2 at 10 ft, -4 at 15 ft, and -6 at 20 ft. You can't use this with flurry or smite, and you can only use it once per round.

GAINING LEVELS

Non-super classes level up through training and experience, while supers level up through a combination of training, absorbing Mortal Energy from fallen foes or surviving near death, and experience.

Supers can level up to a point with regular training, then they must defeat opponents and/or use gravity training which can take them up to level 20. Past level 20 usually requires something additional, like absorbing god ki or defeating many foes.

Supers with more talent might level up faster from training or have a higher maximum power level (for instance I gave Broly a maximum power level of 30 instead of 25). For this game, we assume player characters are not freaks like Broly, so it is suggested to use the table below:

Start at level 1, then experience to next level is: **(next level) x 500**

ME you can absorb from defeated supers: **(their level) x 100**

ME from defeated non-supers: **(their level) x 5**

You can't gain more than three levels from killing a single foe. Also, for non-supers, experience from encounters should be based on the difficulty of the encounter. Simply killing an opponent does not necessarily grant experience points for non-supers.

Experience for supers from a months' worth of heavy training:

- Regular training (up to level 7): **100 ME**

- High intensity training with equipment and a sparring partner (up to level 13): **200 ME**

- Gravity training (requires level 5 or higher): **350 ME**

- High quality gravity training (very expensive and high tech): **500 ME**

Depending on the quality of training, it will cost more in terms of food, upkeep, and maintenance. This is why only elites are usually able to level up very high this way. Past level 7, high intensity training or better is required to continue gaining experience. Past level 13, gravity training or a special talent is required to continue gaining experience.

Super qi users are also likely to gain ME if healed after being damaged in a fight - this is similar to how gravity training can make the energy bodies stronger and thus boost power level. If they sustain more than half their hit points in damage during a battle and then are healed, they gain **(current level) x 150** Mortal Energy points (**x 500** for Saiyans). If the battle left them with fewer than a quarter of their hit points, they gain **(current level) x 350** Mortal Energy points (**x 750** for Saiyans). So Saiyans are not the only ones who can improve this way, but this mainly applies to strong warriors who fight without holding back during the battle. This has to be during a real life battle where death is a possible outcome, and if the injuries kill your character, you can't gain any ME from it. And if you don't receive magical or high tech healing after surviving the battle, you will just end up crippled.

HOW TO PLAY

This is up to you, but my main recommendations are:

- Familiarity with 5e Dungeons and Dragons (you just need the Player's Handbook). You can reference the online 5e SRD while playing so you don't have to flip through a book when you have a question.

- Buy an “easel pad” with a grid on it, Staples has these for instance. Each square represents 5 ft, 10 ft, 50 ft, or 100 ft depending on the level, the types of units, and other considerations. For instance, if you are having a battle between high level supers you might want each square to be 100 ft, but if you are running an encounter involving non-supers classes you might want to stick to 5 ft or 10 ft.

- Buy different colors of construction paper and cut out squares, circles, or other shapes to represent different units, props, or buildings.

- You need this manual.

- You need character sheets and scrap paper, and most importantly, you need lots of dice!

I wrote this manual so you can just read it (particularly the first four chapters), but also so you could actually run a game or even just individual battles if you are interested.

REFLECTIONS ON POWER LEVEL AND THE DBZ-VERSE

So, power level is cool, and part of what interested me in DBZ as an adult is that power level and some other aspects of DBZ actually make sense. Power level is like the density of a super's ki and spirit matter. “Density” meaning a high level character's super qi related energy bodies and their various forms of super qi (i.e. “burning qi”, “dense body qi”, “flight-related super qi”) can hold more energy than those of a lower level character.

There eventually comes a point however where it no longer makes quite as much sense. For instance, high level characters and low level ones realistically could not have interesting fights at all because of the power disparity – even without all the other powers, flight speed alone poses a big challenge. You could fix this aspect by making power level more like talent and less like experience grinding like you have in role playing games. There is growth that can happen over the course of the adventure, and gravity training and winning battles can feed that growth, but mature talented warriors who train regularly will not typically have a huge power disparity unlike the way it works in canon DBZ or in this manual.

LEVEL TO POWER LEVEL CONVERSION TABLE

Here is a level to power level conversion table for easy reference. The numbers given in the middle are easy to understand and relate to character level. The numbers in the right column are calculated based on “ki density” and other factors like speed. They are kind of arbitrary, but not as arbitrary as Akira Toriyama's numbers in canon DBZ!

Level (Super Classes Only)	***Power Level*** (For Calculations in This Manual)	***Power Level*** (Battle Power)
1	100	100
2	200	200
3	300	300
4	400	500
5	500	750
6	600	1050
7	700	1500
8	800	2000
9	900	2500
10	1000	3250
11	1100	4000
12	1200	5000
13	1300	6000
14	1400	7000

15	1500	8350
16	1600	9750
17	1700	11200
18	1800	12850
19	1900	14600
20	2000	16500
21	2100	18550
22	2200	20700
23	2300	23000
24	2400	25500
25	2500	28000
26	2550	28500
27	2600	29000
28	2650	29500
29	2700	30000
30	2750	30500
31	2800	31000
32	2850	31500
33	2900	32000
34	2950	32500
35	3000	33000
36	3050	33500
37	3100	34000
38	3150	34500
39	3200	35000
40	3250	35500
41	3300	36000
42	3350	36500
43	3400	37000
44	3450	37500
45	3500	38000
46	3550	38500
47	3600	39500
48	3650	40000
49	3700	40500
50	3750	41000

HOW ENERGY BODIES WORK

Energy bodies are used for superpowers, and they run off of **super qi** (as I explained in Chapter 1). Here is an excerpt from my website that summarizes how this works:

> ***Super qi*** *is used for super powers. It is separate from regular qi or subtle energy - mainly, it is much denser. It has its own associated energetic anatomy which is added on to and interconnected with the regular subtle body. [...] The ability to use super qi is usually something you are born with through a divine, alien, or otherworldly ancestry, though regular mortals can sometimes learn to channel it through a combination of extreme physical conditioning and esoteric practice (in the DBZ-verse, where physics and metaphysics are different). Super qi can be absorbed from the environment such as from the sun and the earth as it is a form of subtle energy.*

Most superpowers based on "ki" as opposed to magic rely on three main **super bodies**, associated with the **root**, **sacral**, and **solar** energy layers respectively. The following excerpt from my website explains the basics:

> *The **etheric super body** (the **"etheric force body"**) is used for super strength, super speed, and super durability (all based on "internal force"; it is kind of like an energetic duplicate of your physical body you can control with will and intention in order to generate more muscular force or absorb damage or stress); the **sacral super body** (**"sacral reservoir"**) is used for storing super qi for various powers including ki blasts, elemental magic, and flight; and it is the density of the **solar super body** (the "**solar power matrix"** which acts sort of like a pump or battery for ki) that determines power level.*

Other subtle and super energy bodies are also involved in how powers work – these higher bodies are especially important for magic and divine powers. Here is another excerpt from my website to explain:

> *Transformations, magic, and other powers may involve the **astral (heart chakra)**, **mental (throat chakra)**, **third eye (third eye chakra)**, and **spiritual (crown chakra)** layers. For instance, Super Saiyan might work at the astral layer to increase the capacity of the solar power matrix, among other effects. Mages rely on super powered mental and third eye layers in particular for their magic; Kaioken works at the bottom layers to increase super qi circulation rate (but might also boost power level directly a little); Magic Kaioken (described below under Transformations) might work more at the mental layer as opposed to how Super Saiyan works at the astral layer; divine tier transformations work especially at the spiritual (crown chakra) layer. I could go on and on with more examples, but you probably get the idea by now.*

ABOUT THIS MANUAL

This manual began with the crazy way-too-long GURPS version, which later inspired a summary of "Concepts of DBZ for Gameplay" on my website. I wrote the first 41 page version of this manual because I was trying to make a character build for Goku using 5e D&D, and I thought I could use my "concepts of DBZ" ideas for how super qi and superpowers work to make something way better than the 5e monk. I was influenced by conversations with AI a little at various points, but I tried to abstain from using it. However, I definitely did later collaborate with AI to help figure out how "energy bodies" would work (on page 71), even though that question would seem ridiculous and stupid to most sane humans.

It's weird that I wanted to try and systematize the DBZ-verse, since it's not really meant to make sense. I wrote this manual because I felt inspired (and later obsessed), not because I had a rational objective in mind besides wanting to share what I made. I loved DBZ as a kid and was slightly obsessed with it; by High School I had forgotten about it and moved on. I became interested in it again as an adult around the time the Dragon Ball Super anime came out, and this is what led to me getting more into GURPS and eventually making the original manual. That one was a rough draft and honestly isn't worth reading; this one is much better, and I am happy with it as something I wrote even though I realize it's too technical for most people to be interested in it as a playable RPG.